TRUE CRIME STREETS OF LA
COP THIS!
FIRST VERDICT ON PS2'S GTA BEATER
POKÉMON LEAF GREEN & FIRE RED SEE IT HERE FIRST!
FREE POSTERS INSIDE!

computer and video games

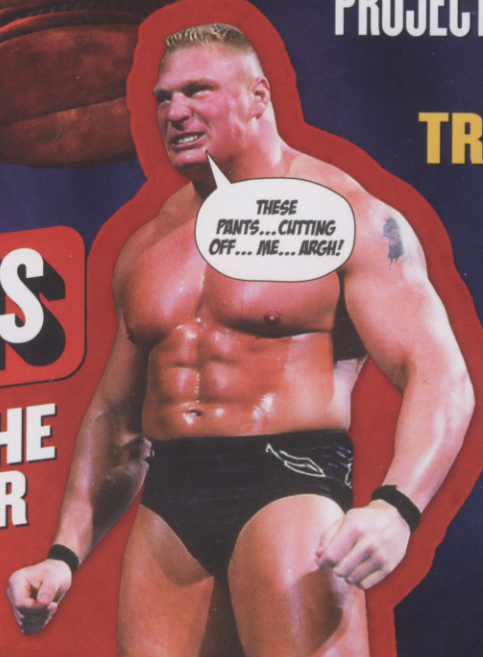
GORY PICS!
MANHUNT
SO NASTY YOU'LL PUKE!

WORLD EXCLUSIVE REVIEW
GOT IT!
HARRY POTTER QUIDDITCH WORLD CUP
CVG scores with the biggest review of the year!

GIANT FOOTIE SPECIAL
FIFA 04 VS PES 3 VS CLUB FOOTBALL
Who'll win the CVG Premiership?

PLUS!
DRAGON BALL Z 2
TEENAGE MUTANT NINJA TURTLES
PROJECT GOTHAM RACING 2
ALIAS
TRANSFORMERS
SSX 3
XIII
RAINBOW SIX 3
AND MORE!

WWE SMACK DOWN! HERE COMES THE PAIN



SO GOOD IT HURTS
HOW PS2'S KING OF THE RING GOT EVEN BETTER

DEC 2003 ◦ ISSUE 266 ◦ £2.85
9 770261 369970 12
OVERSEAS PRICE £3.50

OUT NOVEMBER 28

1080° Avalanche

1080°TM Avalanche © 2003 Nintendo. TM, ® and the Nintendo Gamecube logo are trademarks of Nintendo. © 2003 Nintendo.

3+
www.pegi.info

MOUNTAIN'S GOTTA GETCHA

"Shows the young upstarts how a snowboarding game should really be done." GAMES TM

NINTENDO GAMECUBE™
www.nintendo.co.uk

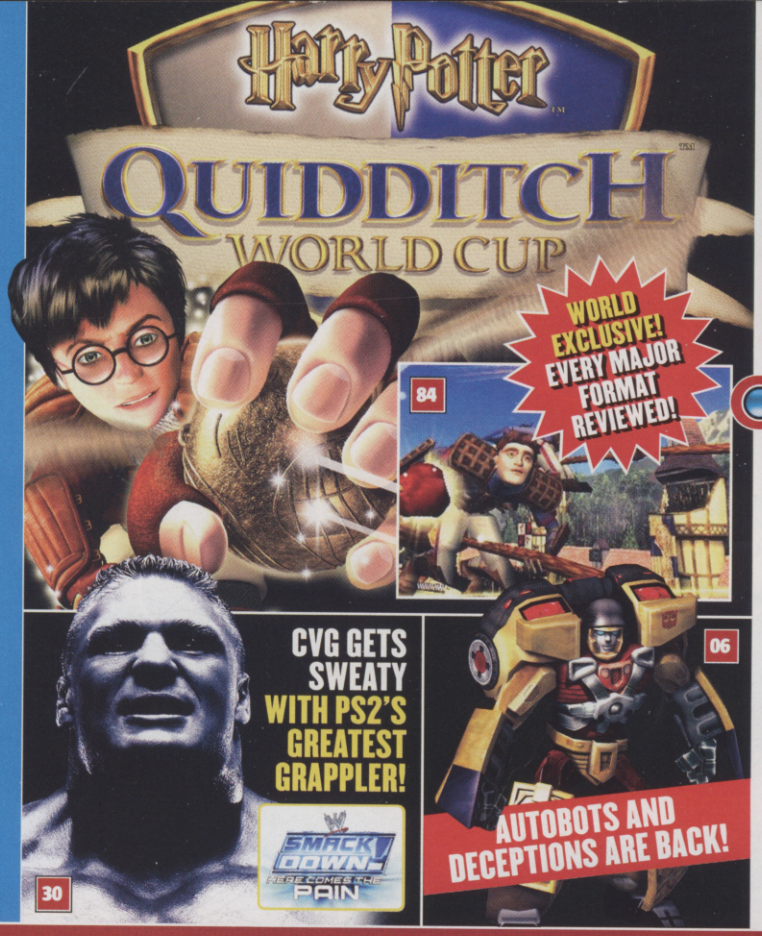
PLACE YOUR BETS PLEASE!

Some things in life are a dead cert. Not just 'quite likely', but 'definite, even if Paul Davies manages to realise his plan to destroy the world with giant robots'. For example, you know the fat girl from Pop Idol will never make the top 10, and that David Blaine will never take an easy dump again for fear of being locked in the cubicle for 44 days without bog roll. And FIFA will always take second place to Pro Evo.

To be fair it's closer this time round, with FIFA 04 making ground on PES 3, but it's still like watching a First Division wannabe get trounced by a Premiership giant. And Club Football? Check out CVG's giant football head-to-head special to get the complete rundown on this season's Big Three.

But the biggest surprise this month is True Crime. If you loved Vice City start getting excited, because this bone-crunching, Uzi-firing, Porsche-driving sonofabitch spits blood in the face of GTA and threatens to redefine gangster games. Don't believe me? You will, once you've checked out our True Crime blow-out on page 26. And that, pal, is a guarantee.

Alex Simmons Editor



ON THE COVER

84 HARRY POTTER QUIDDITCH WORLD CUP: EXCLUSIVE!
Can Potter break free from the books with his own sports game? We rate it first

125 MATCH OF THE DAY: FOOTIE REVIEW SPECIAL
Pro Evo 3 versus FIFA 04 versus Club Football. Who's the new champ?

26 TRUE CRIME: THE VERDICT
We've played non-stop for 24 hours straight, to bring you the truth and nothing but

12 MANHUNT
Sickest game ever? Never mind that, there's a class game under all the hype

CONTENTS computer and video games ISSUE 266 DEC 2003

PLANET CVG — THE HOTTEST NEWS IN GAMES

07 NINA
Tekken's tough blonde goes solo

08 TOKYO GAME SHOW
Bringing you the hottest hands-ons from Japan's biggest annual games event

09 SPLINTER CELL 2
Loadsa new Pandora's Tomorrow shots

10 PSX UPDATE Ultimate PS2 latest

INCOMING — PREVIEWS OF THE LATEST GAMES

30 WWE SmackDown! Here Comes The Pain PS2
34 Armed & Dangerous.....PC, XBOX
37 The Sims Bustin' Out .....GBA, XBOX, PS2, GC
37 Unreal Tournament 2004 .....PC
38 Dragon Ball Z: Budokai 2.....PS2
40 LOTR: Return Of The King ....XBOX, PS2, GC, PC
42 Sonic Heroes .....PS2, GC, XBOX
42 Legacy Of Kain: Defiance.....PS2, XBOX
45 NFS: Underground .....GC, PS2, XBOX, PC, GBA
46 MOH: Rising Sun .....GC, XBOX, PS2
48 Project Gotham Racing 2 .....XBOX
51 Rainbow Six 3 .....XBOX
52 Amped 2 .....XBOX
54 Alias .....PS2, XBOX, PC
56 Teenage Mutant Ninja Turtles ....XBOX, PS2, GC
60 Prince Of Persia: SOT .....GC, PS2, XBOX, PC
63 Onimusha 3 .....PS2
64 Grabbed By The Ghoulies .....XBOX

REVIEWS — EVERY NEW RELEASE TESTED

84 Harry Potter Quidditch .....XBOX, PS2, GC, GBA
88 Backyard Wrestling .....XBOX, PS2
90 SSX 3 .....XBOX, PS2, GC
92 Voodoo Vince .....XBOX
94 Beyond Good & Evil .....PS2, PC
96 Billy Hatcher And The Giant Egg .....GC
98 XIII .....PC, XBOX, PS2, GC
102 F-Zero GX.....GC
104 Final Fantasy Tactics .....GBA
106 WRC 3 .....PS2
108 Dino Crisis 3 .....XBOX
109 Metal Arms: GITS .....XBOX, PS2, GC
111 Pokémon Pinball Ruby & Sapphire .....GBA
113 Gregory Horror Show PS2
114 Star Wars Rogue Squadron III: Rebel Strike GC
125 Pro Evolution Soccer 3.....PS2, PC
125 CVG Soccer Special ....XBOX, PS2, GC, PC, GBA
118 Reviews round-up including Hunter The Reckoning: Wayward; Enclave; Freaky Flyers; Chaos Legion; NBA Jam; Halo: Combat Evolved; Gun Metal; Robin Hood: Defender Of The Crown; The Hobbit; Disney's Party.....XBOX, PS2, GC, GBA, PC

EXTENDED PLAY — TIPS FOR THE TOUGHEST GAMES

70 EXTENDED PLAY CHEATS!
Fact is, not everyone has enough time to finish games properly. Or they're just natural born cheats

74 JAK II RENEGADE GUIDE
We couldn't find any women called Jakii in it. But we can get you through the tricky bits

78 THE SIMPSONS HIT & RUN GUIDE
Begin as you mean to continue. We help you get you off to the perfect start

EVERY MONTH — REGULAR STUFF YOU CAN'T MISS

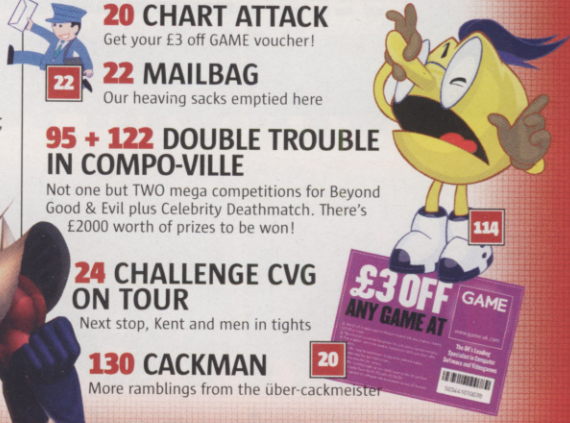
20 CHART ATTACK
Get your £3 off GAME voucher!

22 MAILBAG
Our heaving sacks emptied here

95 + 122 DOUBLE TROUBLE IN COMPO-VILLE
Not one but TWO mega competitions for Beyond Good & Evil plus Celebrity Deathmatch. There's £2000 worth of prizes to be won!

24 CHALLENGE CVG ON TOUR
Next stop, Kent and men in tights

130 CACKMAN
More ramblings from the über-cackmeister



Half Price

Apollo Outrider

Look great riding around on this stylish 24" wheel bike. With 18 Shimano gears with thumbshifters & Shimano freewheel, this is a great all rounder. Was **£139.99*** *Now* **£69.99**

Apollo Gradient

Save 40%

With it's exclusive rigid frame and 21 Shimano gears, Revoshift gear changers & Shimano Freewheel, this 24" wheel junior bike is well equipped & great value. Was **£149.99*** *Now* **£89.99**

Save 1/3rd

Apollo Paradox

Sleek & stylish front suspension mountain bike. Leave everyone else for dust with 18 Shimano gears, Revoshift gear changers and alloy rims. Was **£149.99*** *Now* **£99.99**

Raleigh Badd Max

Only £169.99

With it's new '3 tube' frame with over size oval tubing, this 24" wheel mountain bike is designed for real off road action. With 18 Shimano gears and downhill suspension fork plus rear suspension for impact absorption, this bike is totally awesome!

BIKES THAT'LL MAKE YOU LOOK

halfords

Driving down prices at Christmas

Apollo Excel

This bike won't let you down! Tough and unstoppable, this 24" wheel full suspension mountain bike is the one to be seen on. Complete with 18 Shimano gears with Revoshift gear changers & Shimano Freewheel.
Was **£119.99** *Now* **£79.99**

Save 1/3rd

Apollo Unleashed

Save 1/3rd

Ride in style on this fantastic 24" wheel mountain bike. Tackle all obstacles in your way with this full suspension model, complete with 21 Shimano gears with Revoshift gear changers, Shimano freewheel & quick release front wheel.
Was **£149.99** *Now* **£99.99**

Apollo Outrage

Save 1/3rd

Be the envy of all your mates on this stunning full suspension, 24" wheel mountain bike. Fully equipped with 21 Shimano gears, top range EZ fire gear changers & Shimano Freewheel, there's no stopping you!
Was **£179.99** *Now* **£119.99**

Apollo Creed

Save 25%

Stunning aluminium Y-frame, full suspension mountain bike. Conquer any terrain on this lightweight and fully equipped 24" wheel model. Includes 21 Shimano gears with Megarange EZ fire shift gear changers & Shimano freewheel.
Was **£199.99** *Now* **£149.99**

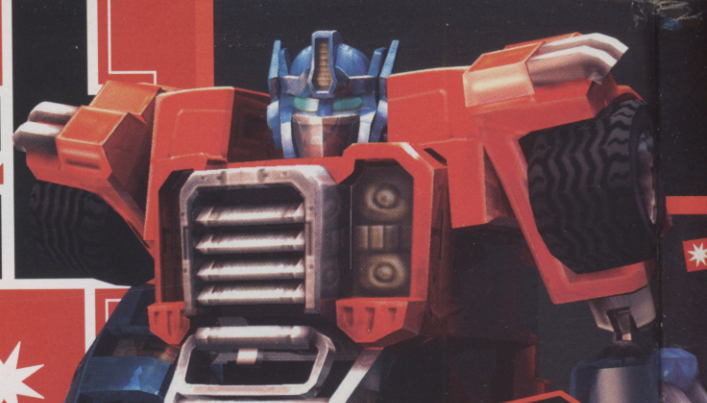
K GOOD EVEN IF YOU CAN'T DO BUNNY HOPS OR DOUBLE BAR SPINS... YET

shop at halfords.com **the best place for bikes this Christmas!**

*Higher price charged in a minimum of 10 stores. Halfords Limited, Icknield Street Drive, Washford West, Redditch, Worcestershire B98 0DE.

plug-in

HOT NEWS & GAMING GOSSIP FROM AROUND THE GLOBE



EXCLUSIVE

There'll be loads of off-road action as well as on-foot rampaging and aerial combat

NEW IMAGES AND INFO

BIG BOTS BUMP 'N' GRIND

AUTOBOTS AND DECEPTICONS GO TOE-TO-TOE IN AN EARTH-SHATTERING CLASH EXCLUSIVELY ON PS2

TRANSFORM IN MIDAIR

Switch shape while flying and you'll trigger that famous 'Eee-ee-aw-aw' sound effect

EXTREME CONDITIONS

Explore immense landscapes ranging from thick tropical jungles to stark icy terrains

LONG-RANGE COMBAT

Flick to first-person view if you want to snipe enemies accurately at long distance

There's no disguising the fact that Transformers are the wickedest robots ever. Giant metal men who can mechanically morph into trucks, battle stations and stuff! We're all over that like a rash.

Punters couldn't get enough of the original toys back in the '80s, and now everyone's going wild for anything Transformers Armada-related thanks to the cool new cartoon show.

The PS2 tie-in is still a long way off. It's unlikely to hit stores before May 2004, but that's because Atari isn't just shamelessly churning out any old game. It's got high hopes for this mech monster.

We hooked up with Atari to get the exclusive inside scoop on what to expect in terms of gameplay, and it sounds like we could have a ZOE-killer on our hands. Here's what we heard...

PRIMED FOR ACTION

First up, it isn't just for kids. Transformers Armada promises to be a rock-solid third-person shooter that'll appeal to hardcore mech fans as well as lovers of the TV series.

You slip into the chunky Autobot boots of Optimus Prime, Hot Shot and Red Alert, using each shape-changing robot's unique skills to demolish hordes of low-down dirty Decepticons in explosive cross-country conflicts. The environments are massive – similar in scale to those in Halo – and you'll need to tear through them at some speed, completing tough objectives along the way.

OUT MAY 2004

Control Optimus Prime, Hot Shot and Red Alert in monumental boss battles against classic evil Transformers such as Megatron and Starscream

the team

THIS IS WHAT WE LOOK LIKE WHEN WE ARE PLAYING PES 3...

Alex Simmons
EDITOR
CURRENT FAVES
- Pro Evo 3
- Rainbow Six 3
- SSX 3

Though Alex is no great fan of Backyard Wrestling, he's taken the lifestyle to heart. First discarding his usual trilby in favour of a baseball cap, then upsetting Clive, his barber, by growing enormous sideburns (mutton-chops, Clive tearfully informs us they're called), and now entering into marital union with his favourite hoss, Mirabelle.

Pete Walker
DEP EDITOR
CURRENT FAVES
- True Crime
- Rainbow Six 3
- Prince Of Persia

Pete listens to Massive Attack's gloomy new album 100th Window exactly 100 times a day. This is the kind of attention to detail and sometimes spleen-shattering rigour we're used to from our army-trained dep ed. He insists on playing Tony Hawk's underground, and when he played Spyro: Enter The Dragonfly, well, you don't want to know...

Lee Skittrell
REVIEWS EDITOR
CURRENT FAVES
- Pokémon Pinball
- Dark Chronicle
- Viewtiful Joe

Excited by the news that celebrity rehab clinic The Priory now treats visitors for text message addiction, Lee has wondered (aloud, bless him) whether they'll help him for his addiction to Potter, Game Boy and being an essential island of calm amid tumultous seas. We've checked, and yes, Lee, they can. Now let us get back to our heart attacks, ok?

Mike Cooper
NEWS EDITOR
CURRENT FAVES
- Pro Evo 3
- ICO
- Amped 2

Upside-down face Mike has a topsy-turvy view of this crazy world. He does things in a roundabout way and does it while eating upside-down cake made down under by a downhome, downy-faced lady from Downham. And when he uses an escalator, guess which one he uses? The down one, of course. Is there an upside? Only Mike knows.

NEWS NUGGETS

UNMISSABLE BITE-SIZED STORIES FROM ALL OVER THE PLANET

PES 3 FOR XBOX?!

"Here's a secret... The team hasn't started on an Xbox version yet, but they are very interested in Xbox Live – that's all we can say, as our President is here!" Seabass lets CVG in on news of Pro Evo 3's possible debut on Xbox.

THIS MONTH'S BEST RUMOUR

Capcom's quirkiest crusader could be bound for PS2. Viewtiful Joe was tailor-made for GameCube, but there are strong rumours that the colourful hero could be playing away from home soon.

TOKYO GAME SHOW

PLANET CVG REPORTS STRAIGHT FROM THE SHOW FLOOR

SEE THE NEW STREET FIGHTER GAME, KINGDOM HEARTS 2, AND STACKS OF OTHER BIGGIES FROM JAPAN

TURN OVER NOW!

TEAM UP WITH TIDDLERS

MINI ME

You can work together with a maximum of four Mini-Con robots at a time. Show them who's boss by controlling them individually using the R1 and R2 buttons

A dumb Decepticon gets on the wrong end of Hot Shot's rapid-fire plasma pistol and goes out with a bang

The controls are dead simple, keeping all the focus on the breakneck blasting action. In robot form you move your character with the left analogue stick and strafe with the right, using primary and secondary fire to annihilate everything in your path. And you can shape-shift at any time into your alternate form with a simple button-press.

However, unlike most other mech games, you can also view the action from a first-person viewpoint and zoom in on targets that are miles away. Plus there are masses of power-ups to collect throughout your adventure, which you acquire when you hook up with Mini-Con robots. There are over 40 of these handy little fellas in the game, and they each give you different special talents like invisibility, extra gliding powers and the ability to see clean through walls.

We'll be bringing you stacks more on Transformers Armada in the run up to release. Watch this space. It might change shape.

This solitary screenshot reveals one of the new Covenant weapons. Looks like some sort of alien sniper rifle

HALO 2 IN HIDING

BUNGIE KEEPS ITS BEAST UNDER WRAPS

This month we were expecting to bring you a gazillion new Halo 2 screenshots showing off all the amazing multiplayer features and vehicles that will appear in Bungie's monster sequel.

Word on the inside was that Xbox's biggest game would be on full display at the recent X03 show. As you might have guessed, it wasn't. This measly single screenshot is all that was shown! Annoyingly, all our anger and disappointment doesn't outweigh how insanely excited we still are about it.

TOTALLY BANANAS

KONGO BONGO

First images of Donkey Konga for GameCube. Drum fun!

Rap de ridims till your palms turn purple

TEKKEN TOTTY GOES SOLO

Nina of Tekken fame stars in her very own PS2 beat 'em up

First look

■ Her royal sexiness steps away from one-on-one arena-based action and broadens her horizons. She's the first Tekken character to experience the thrill of a full-blooded adventure game, which involves beating

HIGH HEELS AND LOW LIFE

off hordes of scumbags and sneaking through many a shady location. Her moves list will undoubtedly shrink, but many of her famous hard-hitting manoeuvres are expected to make an appearance.

■ Although Namco has revealed little in terms of gameplay facts, we hear you'll be able to dish out damage to your opponents' internal organs and bones. Plus you can see how much trauma you've

IT HURTS ON THE INSIDE

inflicted thanks to a special X-ray system that highlights injured areas. There are no concrete details in terms of how it will exactly work, but we're digging the visual style and the whole skeleton/damage thing.

■ Nina has got more than just hands and feet at her disposal in her solo debut. She'll be able to fight Kill Bill-style using swords and guns like a proper action superstar. And the samurai swashbuckling stuff looks

NINA TAKES IT FROM BEHIND

wicked. Check out how Nina can deflect attacks from the rear while fighting other enemies. Fair enough, it's a move that's done the rounds in old king fu movies, but it's hardly ever seen in videogames. Bravo!

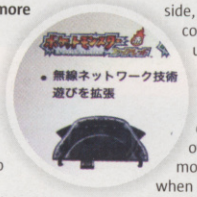
NO STRINGS ATTACHED

NO MORE TIES WITH NEW POKÉMON GAMES

Nintendo Japan has announced that Pokémon Green and Red on Game Boy Color are being remade for GBA. Even more surprising is news that each game will come bundled with a free wireless GBA link-up peripheral when launched in Japan on January 28 next year.

The nifty new gizmo enables you to trade Pokémon and battle with buddies just like a standard link cable. But annoyingly the device is only compatible with these new Pokémon games. On the flip side, Nintendo has confirmed that many upcoming titles will work with the cable-free connector.

Make sure you check Planet CVG over the coming months for details on when both games and the link-up gadget will be available in the UK.



FIRST SHOT

Gone are the lame Game Boy Color graphics. The remakes have been restyled

Next year you'll be able to connect without cables for the very first time

Graeme Boyd
STAFF WRITER
CURRENT FAVES
- NFS: Underground
- True Crime
- Rebel Strike

Still adjusting to life on the world's oldest and best games mag, Graeme made the fatal mistake of telling the lads he 'quite liked' Vicky from EastEnders. Well, Vicky, if you're reading... indeed, if any of Vicky's friends are reading and they think she'd like a celebrity boyfriend, please give Graeme a call. Or else he'll be down Chinawhite's, Saturday.

Paul Davies
CONTRIBUTING ED
CURRENT FAVES
- FIFA 04
- Pro Evo 3
- Pokémon Pinball

Pity Paul Davies. There's just so much 'game' in that head of his that he's had to dump large portions of his memory to accommodate it all. First went a very special day in Suffolk in 1987. "But, Paul, you really liked that day," we said, as Paul's finger hovered over Delete. "Not needed," he replied, grim-faced. We tried to stop him. God, we tried...

Jaime Smith
ART EDITOR
CURRENT FAVES
- F-Zero GX
- Pro Evo 3
- iPod Breakout

Surprised-looking Jaime is sick and tired of being told his name is spelt incorrectly. What he really hates is the assumption people make that it's spelt the traditional way. And what really gets his goat is when people 'correct' it for him, even when he's spelt it out for them in the first place. You have our sympathy, Jamie, you really do...

Jenny McComb
SENIOR DESIGNER
CURRENT FAVES
- Zelda: Wind Walker
- Wario Ware Inc
- Denki Blocks

Jenny auditioned for Pop Idol this summer and you may be interested to know that she did very well indeed. Her rendition of that Westlife song impressed the judges, who said she was an original and interesting talent. So why oh why did she choose to 'rap' in the next round? Even kindly Nicky Chapman told her she was a no-brain skank-assed ho

Andrew Holmes
SUB EDITOR
CURRENT FAVES
- Wario Ware Inc
- Jak II: Renegade
- Pokémon Pinball

This month has been a time of loss for poor Andrew. First, he lost his unbeaten record on Project Gotham 2 to Graeme, then he lost his innocence on a night out in Methyr Tidfyl, and then he lost his fragile sanity after eating a mouldy grape. Happily, his attention to detail remains and it's because of him there are no mistaks in the mag

TWIN SNAKES SLITHERS INTO 2004

Konami recently announced that its Cube MGS remake won't appear until early next year, and it thinks that giving us a batch of sexy new screenshots will make it all better. Okay, all is forgiven.

EXCLUSIVE

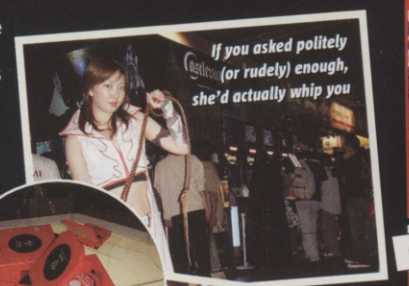
TOKYO A-GO-GO

CVG JETS OVER TO JAPAN'S BIGGEST ANNUAL GAMING EVENT

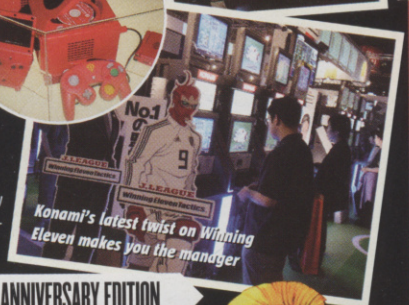
This year's Tokyo Game Show saw record attendance as gamers flocked to try out Japan's finest upcoming titles. CVG was on site to see what all the fuss was about.

Onimusha 3 was one of the show's biggest crowd-pullers (see p63), though nothing could beat the hordes that gathered to see Square Enix's new Kingdom Hearts games in action.

People queued for yonks to get hands-on with the most exciting titles. There was a two-hour wait for a quickie with Sony's new horror fest, Siren, but Phantasy Star Online Episode 3 saw fans enduring knee-numbing three-hour lines. They want it bad!



If you asked politely (or rudely) enough, she'd actually whip you



Konami's latest twist on Winning Eleven makes you the manager

KINGDOM HEARTS SEQUELS

Two Kingdom Hearts sequels were shown in video form at TGS. The GBA Chain of Memories takes place immediately following the events of the original, while the PS2 version of Kingdom Hearts 2 is set years after that with an older Sora pairing up with Donald and Goofy. A hooded Mickey Mouse was spotted in the PS2 footage, but company officials wouldn't comment.

ASTRO BOY

Sega brings the world's strongest boy to the PS2 and GBA. Treasure is making the GBA version, which takes the form of a side-scrolling beat 'em up with lots of firepower. The PS2 version is being developed by Hitmaker as a full 3D title, but was shown in video form only.

HYPER STREET FIGHTER II: THE ANNIVERSARY EDITION

Select all the World warriors in your fave form

Super Chun Li versus Turbo Chun Li. Interesting

It's the 15th anniversary of Street Fighter's home debut, and Capcom is celebrating with a PS2 collector's package. This nifty little bundle allows you to play as all the SF world warriors in their World Warrior, Dash, Turbo, Super and Super X forms. Also included is an art gallery, the entire 1994 Street Fighter animated movie and a DVD featuring fighting strategies.

FULL METAL ALCHEMIST

Square Enix's 3D brawler is based on a Japanese animation, where you have the ability to turn blocks of metal into items like gun turrets and weapons. Your big brother accompanies you and can be made to protect you and charge at enemies. Fully animated sequences should please fans of the series.

Hot or Not?

METAL DANCE MATS

Sod those flimsy dance mats that feel like they're made out of old nappies. Rock solid metal dance mats are the only option if you want to cut the rug like a pro. You can pick one up for around 125 smackers.

ALL THINGS ZELDA

News just in! Upcoming GameCubes will come with a special Zelda compilation game thrown in. Ports of the original Zelda, Zelda II, Ocarina Of Time and Majora's Mask will all be on the disc!

MADE IN WARIO

We've been hammering the four-player mini-games in the new Japanese version of Made In Wario on GameCube. Some of the mad GBA mini-games have been modified for multiplayer, like this rapid parking challenge.

HALF-LIFE 2

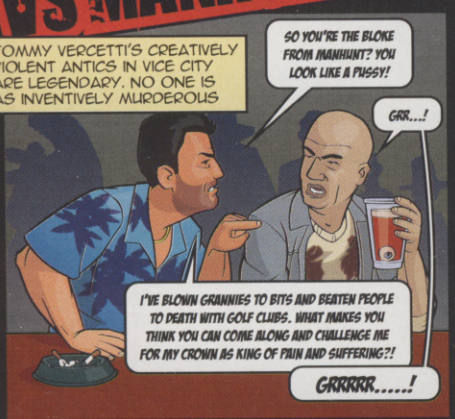
It's been delayed. No it hasn't. Yes it has. Vivendi first said it had slipped due to stolen or leaked code, then it was up to Valve to decide when it releases. As we go to press we're waiting to hear from Valve, who it's rumoured will have it out for Christmas. But the September date is toast.

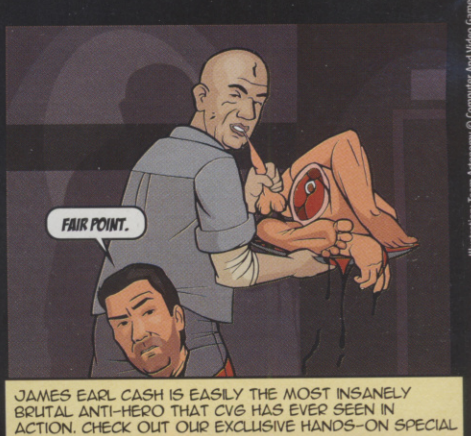
CLUB FOOTBALL

What a disappointment! We were hoping for a set of games that would reward fans with a fountain of club-specific extras, but there are hardly any. Plus the actual gameplay is about as satisfying as shoeing yourself in the plums.

THE NEWS IN PICTURES

VICE CITY VS MANHUNT





JAMES EARL CASH IS EASILY THE MOST INSANELY BRUTAL ANTI-HERO THAT CVG HAS EVER SEEN IN ACTION. CHECK OUT OUR EXCLUSIVE HANDS-ON SPECIAL

Illustration: Team Artonomy © Computer And Video Games

BARGAIN OF THE MONTH

£139 As you probably know PS2 has gone down in price to £139.99, but this bundle from PC World is the best deal.

SILENT HILLYWOOD

The producer of True Romance and the director of Crying Freeman have teamed up to work on a Hollywood adaptation of the Silent Hill games. Konami will supervise scripts, oversee how the monsters look and have input on sound design.

PSX THE GREATEST THING IN HOME ENTERTAINMENT SINCE THE MUSIC CENTRE TURN OVER NOW!

Sonic was back to tell everyone about Sonic Heroes and show off the latest level

Capcom's focus was Onimusha 3 and its two heroes

Capcom hired actual Europeans to show off Grand Theft Auto and The Getaway

Microsoft girls gave out 20,000 yen cameras to those who won a Project Gotham 2 race. Seriously!

What wasn't on display was equally interesting. Sega unveiled the fifth full installment in the hugely popular Sakura Wars series, but perhaps of greater importance was Square Enix's announcement of the Final Fantasy XII unveiling, which takes place on November 19. Start counting the days.

SUPER DIMENSIONAL FORTRESS MACROSS

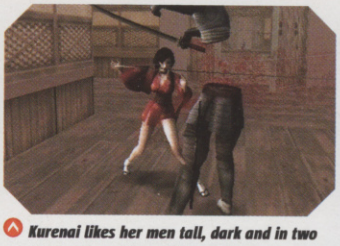
This Bandai/Sega-AM2 collaboration features a robust flying system that allows you to transform your Veritech fighter into three forms as you fight Zentradi forces on the ground, in the air and in space. Sequences from the original television show have been recreated in gorgeous 3D, and the whole thing puts to shame previous games based on the licence.

Sega-AM2 didn't skip out on the detail. We like... very much

SAKURA WARS GAMES

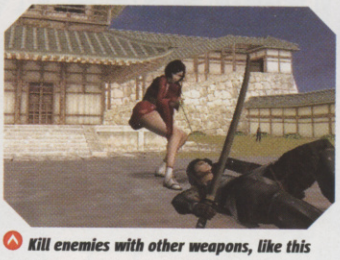
Sega confused its popular Sakura Wars series by announcing two new titles at TGS: Sakura Wars Story and Sakura Wars 5: Episode 0. The former features the cast of part 3 and ditches the strategy battles in favour of adventure. The latter takes place in NYC and acts as a prequel to the real Sakura Wars 5, introducing us to cowgirl Gemini Sunrise who will go on to become that game's heroine. Eh?

Cowgirls and horses and how many other American clichés?



Kurenai likes her men tall, dark and in two easy-to-manage pieces. Hi-yaaaa!

There'll be plenty of acrobatic Ninja capering to enjoy throughout. There she blows...



Kill enemies with other weapons, like this razor-sharp wire. It's good with cheese, too

LADY IN RED

SWORDS ARE THE NEW HANDBAGS

Once all the ladies see Uma Thurman in action in Kill Bill they're going to want to trade in their Burberry handbags for three-foot blades.

We don't blame 'em. A sword is easily the coolest accessory one can own. Red Ninja's heroine Kurenai has already started the trend, and isn't afraid to use hers either. With good reason! The Black Lizard Clan murdered her old man, and just like Uma she's on a bloody quest for vengeance.

She'll be bringing her Ninja skills to PS2 and Xbox at the end of the year.

GET INTO THE GROOVE

PROVE THAT YOU ARE INDEED THE GREATEST DANCER. COME ON, COME ON!

EYE TOY GROOVE 26 HEAVY CHOONS!

Eye Toy: Groove is the newest game for Sony's set-top camera thingamajig.

It's a dancing game that launches on November 14, and we've got hold of the entire track list for you to pore over. So start thinking about your moves...

- Kool & the Gang – Jungle Boogie
- Sugarbabes – Overload
- Cheeky Girls – Hooray Hooray It's A Cheeky Holiday
- Madonna – Music
- The Superman Lovers – Starlight
- Earth Wind and Fire – Let's Groove
- Sister Sledge – We Are Family
- Jamiroquai – Deeper Underground
- Jamiroquai – Canned Heat
- Las Ketchup – The Ketchup Song
- Toploader – Dancing in the Moonlight
- Five – Keep On Moving
- Junior Senior – Move Your Feet
- Village People – YMCA
- Apollo 440 – Hustlers Groove
- The Jacksons – ABC
- Mis-teeq – All I Want
- Daniel Bedingfield – Gotta Get Through This
- The Commodores – Machine Gun
- Groove Armada – Superstylin'
- Living Joy – Don't Stop Moving
- Puretones – Addicted to Bass
- Liberty X – Jumpin
- Elvis Presley – Rubberneckin'
- Fatboy Slim – Praise You
- Elvis Presley – A Little Less Conversation

KEEP ROLLIN'... ROLLIN'... ROLLIN'...

The one time you'll be thankful for having sticky balls

You start off small but your ball gets big pretty damn quick. Now you can wreak havoc – crazy-time!

Katamari Damashii is the latest lunatic title from Namco. The premise is nuts. You roll a sticky ball around a city, and anything it rolls over gets glued to it.

Your ball starts off small, able to roll over and pick up bananas, plants and other small objects, but the larger it grows, the bigger the objects you can pick up. Eventually you're picking up pets, people and even houses!

We got hands-on with it during our recent visit to Japan, and it's a blast. A Japanese release is set for spring 2004, with a European release sure to follow.

SPLINTER CELL PANDORA TOMORROW

SAM FISHER'S SECOND ADVENTURE IS ONE OF THE MOST HOTLY ANTICIPATED ALL-FORMAT TITLES OF 2004, AND IT'S NOT EXACTLY TOUGH TO SEE WHY

Illustration: Team Artonomy © Computer And Video Games

in Big Japan

THIS MONTH PLANET CVG EMBRACES THE CULT OF NIGHTMARE STAR JACK SKELLINGTON

Jack stands tall and proud in Halloween Town

Capcom's game is looking sweeter than a sugar sandwich; we can't wait to see more

If there's one thing the Japanese really love it's cool character design.

You only have to look at the likes of Pokémon to realise they are crazy for cute characters and will buy anything emblazoned with Pikachu, or other cute behemoths such as Miffy or Hello Kitty. So huge is the demand there's a dedicated store called Animate in Tokyo that boasts five floors full of licensed character product.

Another massive character in Japan is Jack Skellington, the stop-motion star of the 1993 movie Tim Burton's The Nightmare Before Christmas.

Although it's already 10-years-old, The Nightmare Before Christmas is still doing big business and the number of licensed goods bearing the characters from the movie continues to expand.

Keep your feet warm with some Jack Skellington slippers

JACK'S NO MUG... UM

The range of goods is staggering. Not simply confined to figurines or action figures, Jack Skellington can be seen on handbags, slippers, cushions and even shower curtains. If you can think of it, chances are Jack's mug is already there.

The Skellington craze is surely one of the factors behind Capcom snaffling the movie licence. Coders are turning Nightmare into a new PS2 game that will reach us late 2004. Screenshots reveal that while still early, Capcom is doing a sparkling job of recreating the cult film, right down to Jack's likeness and character jerkiness reflecting stop-motion effects.

No desk is complete without a Jack Skellington bobble head

MORE JACK!

Fans of The Nightmare Before Christmas will point out that Jack's already been in a PS2 game.

Indeed, the cult is so big that Jack Skellington and his Halloween Town friends were a major feature of Square's Kingdom Hearts. However, following Capcom's decision to snap up the movie rights to Nightmare, we doubt Jack will feature in Kingdom Hearts 2, a sequel that's out next year.

JAPANESE TOP-SELLING GAMES

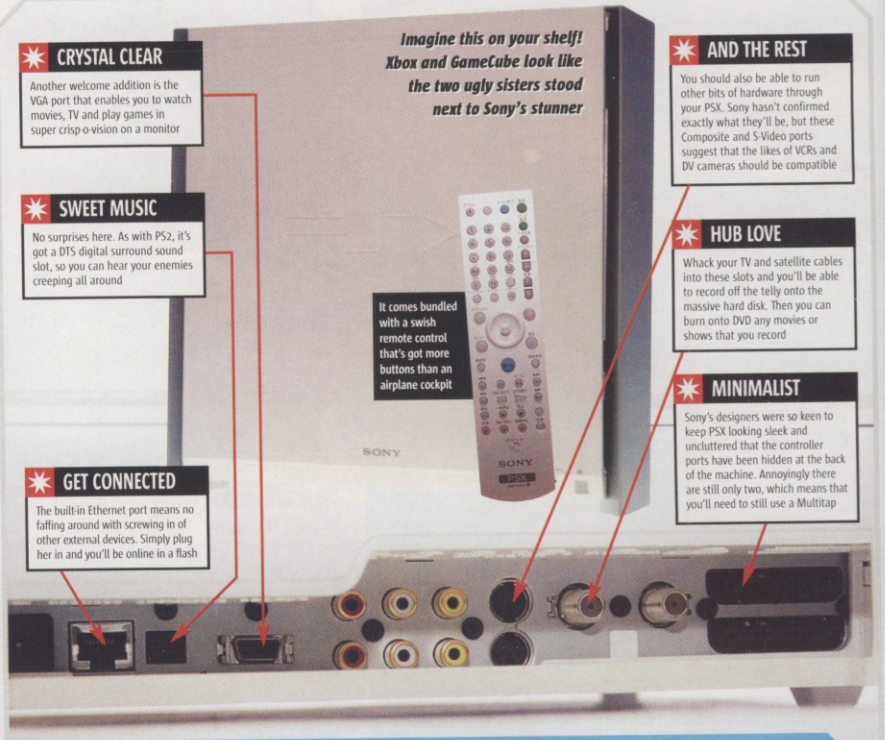
- 1. Dynasty Warriors 4: Xtreme Legends (PS2) KOEI ..... 306,900 copies
- 2. Grand Theft Auto 3 (PS2) Capcom ..... 129,600 copies
- 3. Prince Of Tennis: Sweat & Tears 2 (PS2) Konami ..... 31,600 copies
- 4. Drag-On Dragoon (PS2) Square Enix ..... 23,100 copies
- 5. Kidou Senshi Gundam Meguriai Uchuu (PS2) Bandai ..... 22,400 copies

THE MONTH'S WORST RUMOUR

Online forums have been ablaze with chat that Rare's most anticipated title Perfect Dark won't be coming out until 2006 – when Xbox 2 is rumoured for release. Coincidence?

TURN OVER NOW!

WE'VE PLAYED IT! GET THE FULL EXCLUSIVE LOWDOWN ON ROCKSTAR'S MOST CONTROVERSIAL GAME TO DATE



NEW PICS!

PSX APPEAL

SONY REVEALS PRICING FOR THE GORGEOUS PSX ALONG WITH EXCITING NEW HARDWARE DETAILS

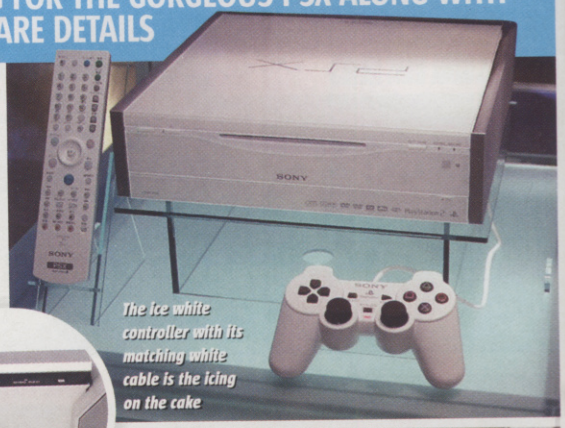
Even if you didn't know what it did you'd want one anyway because it looks so fine. But as you already know, this chunk of silver magic is actually a PS2 combined with a killer all-round home entertainment unit. Excellence is fitted as standard.

In-built TV and satellite receivers, DVD recorder and hard drive! Plus it obviously plays your PS2 and PSone games.

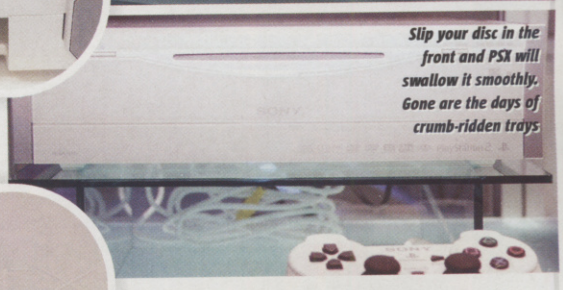
Two versions of the machine will be released, known affectionately as DESR-5000 and DESR-7000. The former boasting a whopping 160Gb hard disk while the later holds a gargantuan 250 gigs worth of data. With that you'd be able to record 24 hours of TV footage! You need one, we need one, but it's going to set us back a bob or two.

Japanese gaming connoisseurs can expect to pay around £430 (79,800 yen) for the smaller model or £530 (98,000 yen) for the big boy. The prices for the UK will most likely be slightly higher. Nonetheless that's actually quite a bargain considering other leading recordable DVD players with hard disks tend to fetch in excess of a grand.

It goes on sale in Japan at the end of the year, but we'll have to hold on until early 2004 for a slice of PSX pie.



The ice white controller with its matching white cable is the icing on the cake



Slip your disc in the front and PSX will swallow it smoothly. Gone are the days of crumb-ridden trays

GAME

MORE GAMES ■ MORE DVDS ■ MORE DEALS

XMEN 2

UNLEASHED ON DVD

10.11.03

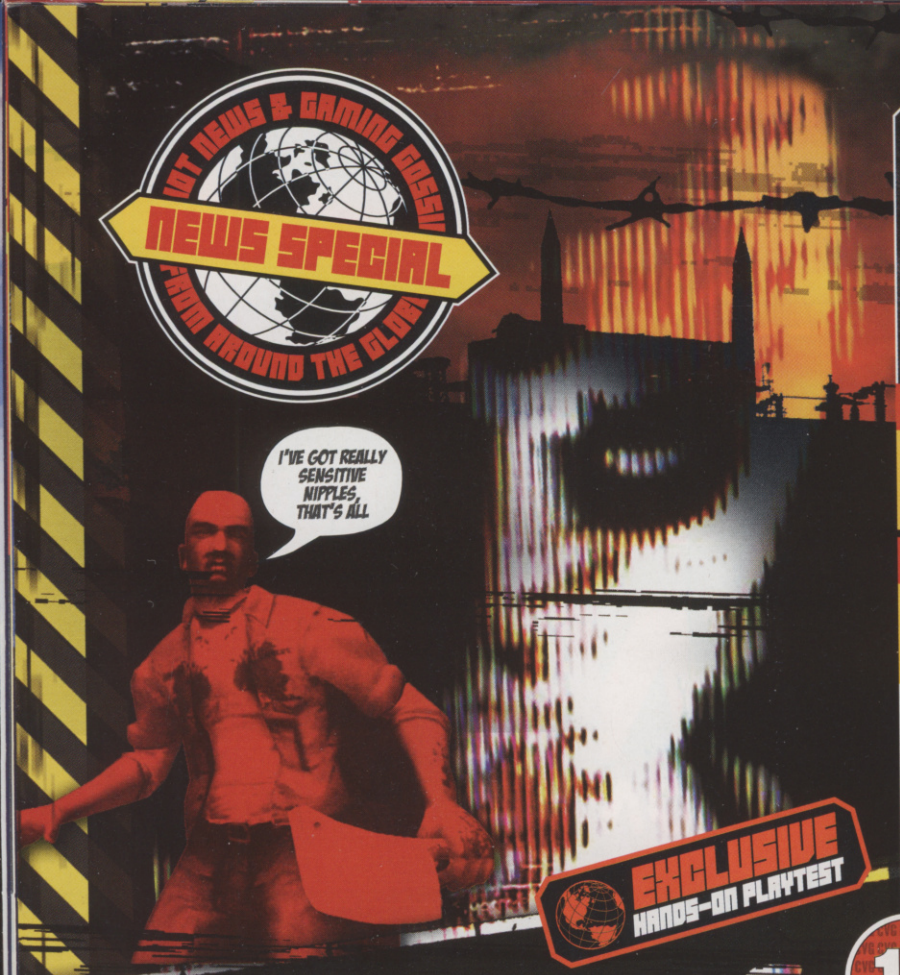
GET DOUBLE REWARD POINTS WHEN YOU RESERVE & PURCHASE!

RESERVE YOUR XMEN 2:
online www.game.uk.com
or by phone 0870 750 2747

© 2003 Twentieth Century Fox Home Entertainment, Inc. All Rights Reserved
© 2003 Twentieth Century Fox Film Corporation. All Rights Reserved

FIRST PLACE FOR GAMES

GAME
www.game.uk.com



EXCLUSIVE HANDS-ON PLAYTEST

18

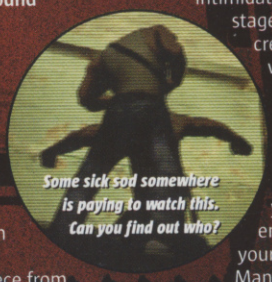
MANHUNT

SICK BAGS AT THE READY! ROCKSTAR'S NEWEST NIGHTMARE WILL RIP YOUR GUTS TO SHREDS

We thought we'd seen it all by now. That was until we found ourselves hacking off a bloke's head with a machete and attaching his severed noggin to our belt loop.

No, we haven't turned into a barmy gang of emotionless murderers! We've been playing Manhunt, the latest grizzly masterpiece from the creators of Vice City. It's sick and savage. But here's the twist... it's frighteningly entertaining!

Don't go thinking this is GTA in disguise. Manhunt's structure, controls and gameplay are strikingly different to its superstar cousin. It's a mysterious story-led adventure where you work your way through a massive set of increasingly intimidating missions. Each stage sees you stealthily creeping and killing your way through different areas in Carcer City, from eerie junkyards to seedy slums. CCTV cameras track your every move, and you're graded at the end of a mission on your performance.


Some sick sod somewhere is paying to watch this. Can you find out who?

Manhunt is guaranteed to cause a few raised eyebrows when it's released exclusively for PS2 at the end of November. CVG will be here to cover all the carnage and bring you the definitive review very soon. Miss it at your peril.

STORY RECAP
NIGHT OF THE LIVING DEAD

You play James Earl Cash, a man sentenced to death by lethal injection. But instead of being killed you're drugged, and end up as the star of a sick game.

A creepy fella known only as the Director has employed tons of gangs of Hunters to kill you. Your job is to stay alive, and to execute these Hunters in gruesome ways for the cameras that are dotted throughout city. The Director's plan is to sell these killings as snuff videos. Weirdo.

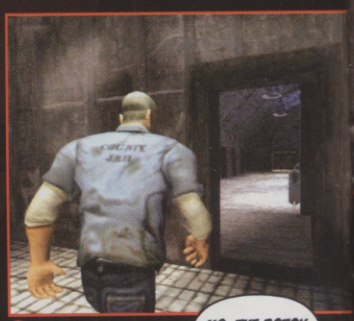
MYSTERY ASSASSINS

We didn't get to go up against this high-tech gang of pistol-packers, but they look like the most organised squad of killers that we've seen to date.

MASKED AND MENACING

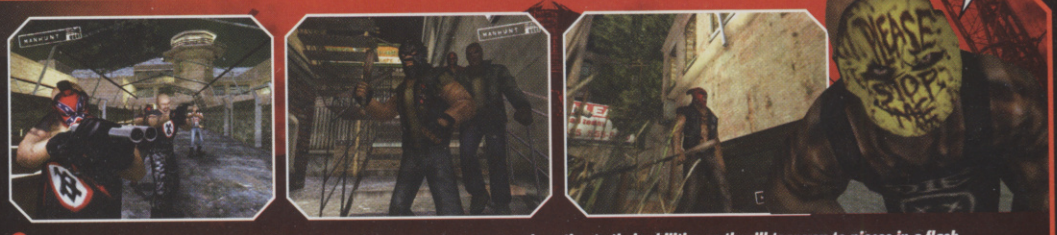
Most of the various gangs in Manhunt are immediately identifiable by the flamboyant clobber they each wear. Like this crazy-looking dude...

You can never hide from the Director. His eyes are everywhere in the thousands of CCTV cameras dotted around Carcer City


Keep as quiet as possible to turn the Hunter into the hunted

ORGANISED CRIME

Hunters have different attributes, skills and weapon sets. You'll meet loads of mobs on your twisted journey through Carcer City. But be warned! The later gangs are smarter, faster, tougher and more organised. They move in packs and won't hesitate to call for back-up. Their tracking abilities are also superior and they're far more ruthless in close-combat scenarios.

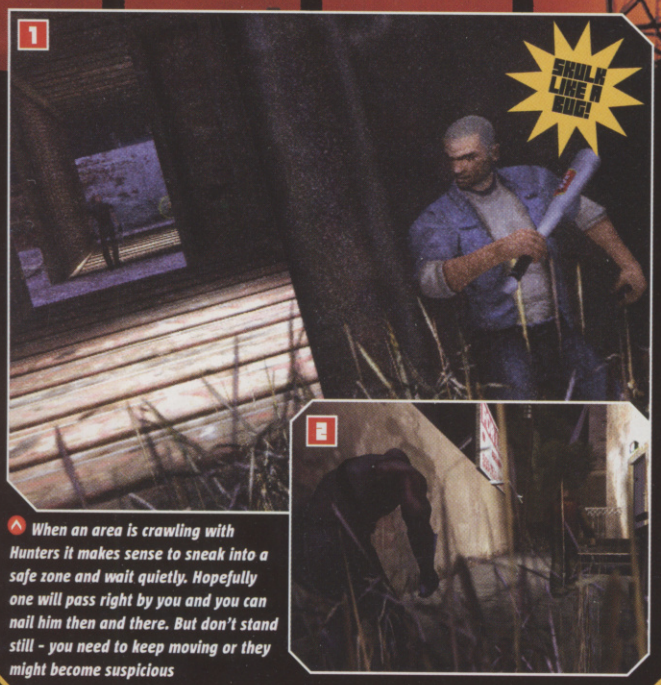

Most of the Hunters might look dumb as a bag of hammers, but never underestimate their abilities or they'll tear you to pieces in a flash

ENTER THE SAFE ZONE

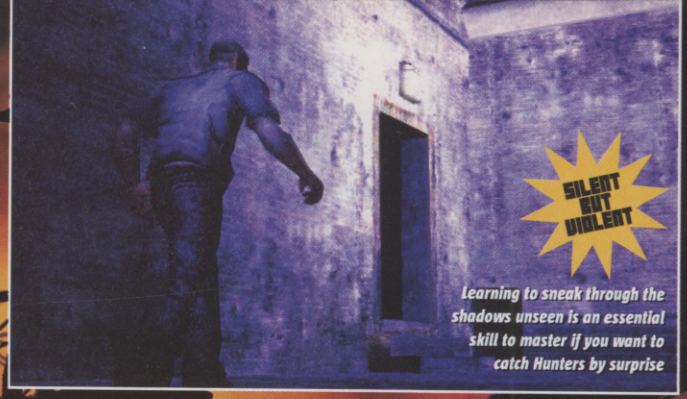
Sneak into the shadows and you'll be safe for a bit. But not that safe...

Always be on the look out for shadowy areas. These are safe zones. Once you enter one, you're invisible to the Hunters, so long as you don't make a noise. But if you're seen running into one you're still vulnerable.

The enemy who spots you will go into a state of alert and start hunting. Plus they'll most likely tease and taunt you with aggressive phrases that often involve the f-word. Naughty boys. However, if you can catch them by surprise and kill them out in the open, it makes sense not to leave bodies lying around, because if another Hunter sees a dead comrade they'll call for their buddies and come looking for you, big time. So you can pick corpses up and sling them over your shoulder and hide them in the shadows to avoid any unnecessary attention.



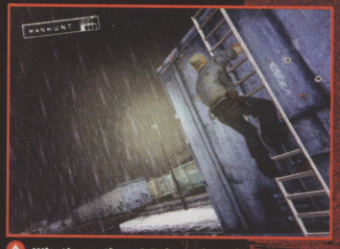
When an area is crawling with Hunters it makes sense to sneak into a safe zone and wait quietly. Hopefully one will pass right by you and you can nail him then and there. But don't stand still - you need to keep moving or they might become suspicious



Learning to sneak through the shadows unseen is an essential skill to master if you want to catch Hunters by surprise

CHILLED TO THE BONE

Rockstar does an amazing job of making you feel ridiculously on edge and massively uncomfortable, with scary Silent Hill-style visuals, haunting synthesiser sounds that intensify whenever the tension rises, and the distant menacing mutterings of Hunters talking about how they're going to kill you. And that's not all. There are tons of horrific shocks waiting for you around every corner. During our playtest we snuck into a gang's hideout and stumbled into a room where a couple of naked dead fat guys were strung up. Yukedy-yuk! And if that's not enough to turn your stomach, wait till you start using the shotgun. Every time you shoot a Hunter in the head their face flies off and brains explode in a fountain of crimson chunks.



What's up there? Take a deep breath and prepare yourself for the worst, because there are no nice surprises in Manhunt

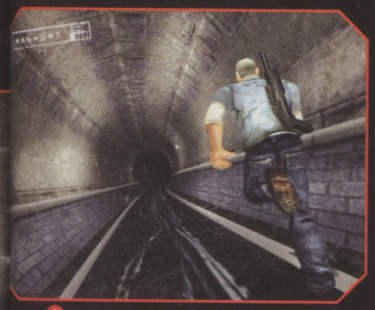
THAT SOUNDS GOOD

There's a little radar in the bottom left of the screen in Manhunt. It shows you roughly where nearby Hunters are. But it's got another use. As you walk, a little red circle pulses around your icon indicating how far the sound is travelling. Tread on glass or other noisy surfaces and the sound circle will expand even further. If you run, your footsteps can be heard a long way away. This is why it's important to sneak around most of the time. However, you can use sound to your advantage, to both distract and lure Hunters. Like if you throw a bottle, enemies in the area will go and scout out the space where it landed. This is often a handy tactic for clearing a safe path.

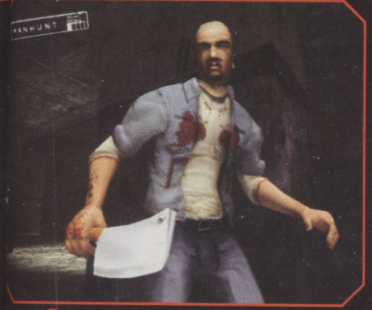
Making lots of unnecessary noise is like signing your own death warrant. What you really need in this game is a nice pair of slippers

CAN'T HOLD IT? CAN'T HAVE IT!

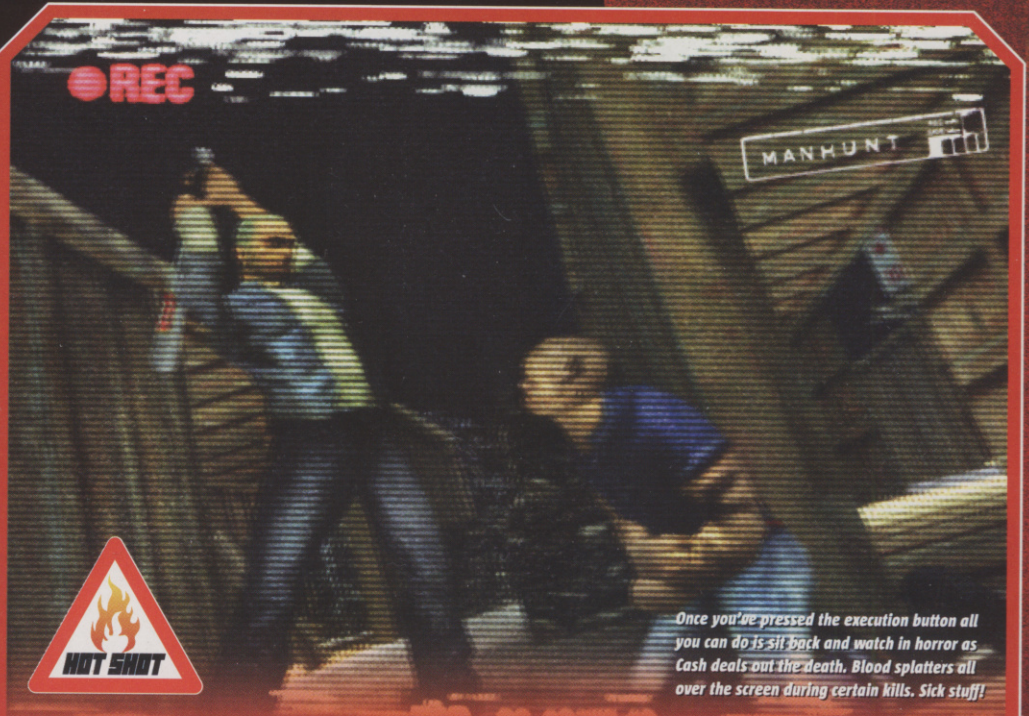
Unlike in Vice City you can only carry a limited number of weapons in Manhunt. Single-use killing tools like shards of glass and plastic bags can be stashed in your pockets. There's room to strap big weapons like shotguns or baseball bats to your back, and medium-sized weapons like crowbars can be attached to your belt... as can severed heads!



All the weapons are visible on your person, except for the little stuff that you keep hidden in your pockets. You're full of surprises...



Butcher your attackers with a trusty meat cleaver and blood will spray everywhere, sticking to your clothes and limbs



Once you've pressed the execution button all you can do is sit back and watch in horror as Cash deals out the death. Blood splatters all over the screen during certain kills. Sick stuff!

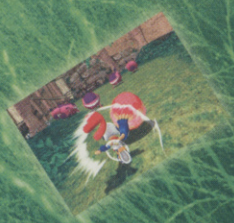
MURDER MOST HORRID

You need to pull off sick kills to impress the Director. Wow him with your flamboyant fatal blows and you'll get rewards, such as being granted access to new areas.

To perform gruesome murders you're required to sneak up on unsuspecting enemies. Cash raises his arms in a menacing fashion when he's close enough to perform a kill for the cameras. You only need to hit a single button to nail a brutal execution. But the longer you keep the execution button held down, the more extreme the murder. There are three degrees of brutality ranging from gross to downright distressing. However the longer you wait, the more chance there is of being spotted and violently attacked by your prey.

THE MOST COCK-A-DOODLE-DOO GAME YOU'VE EVER PLAYED

WAKE UP TO A NEW BREED OF SUPERHERO



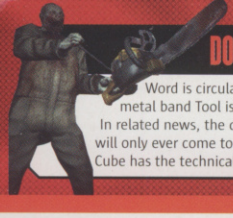
SONIC TEAM

eggsclusively on NINTENDO GAMECUBE

SEGA
www.sega-europe.com

3+

NINTENDO, NINTENDO GAMECUBE AND THE NINTENDO GAMECUBE LOGO ARE TRADEMARKS OF NINTENDO. © SONICTEAM / SEGA, 2003.



DOOM, DIDDY, DOOM, DOOM

Word is circulating on the industry grapevine that metal band Tool is doing an original song for Doom III. In related news, the developer has stated that Doom III will only ever come to PC and Xbox, because neither PS2 nor Cube has the technical capabilities to cope with the visuals.

CUBE PRICE CUT

£79

Last month we brought you rumours of a GameCube price drop, and it's happened! You can now pick up Nintendo's purple paperweight for a meagre £79. That's cheaper than a GBA SP, and about the same price as Dreamcast near the end of its days. Uh-oh...

GT4 SKIDS OUT OF SIGHT

We hate to be the bearers of bad news, but Sony has confirmed that Gran Turismo 4 has slipped. It'll no longer be coming out for Christmas. A Sony spokesperson told us we can expect to see it on the shelves some time in the first quarter of 2004.

EXCLUSIVE TO PLAYSTATION 2

SPY FICTION

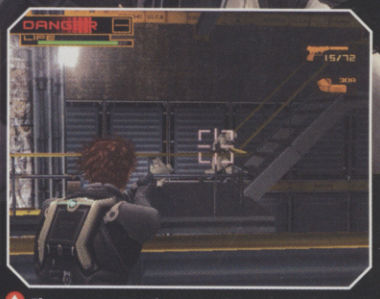
NAMCO'S KILLER SNEAK 'EM UP BLOWS ITS COVER

Splinter Cell: Pandora's Tomorrow, Rogue Ops, Mission: Impossible, and now Spy Fiction! Loads of spy games are simultaneously sliding stealthily out of the shadows, hoping to woo us with their sneaky charms.

Namco's offering has got the whole Metal Gear thing going on in terms of visuals and controls. But there are some very obvious differences that are sure to make Spy Fiction stand out in its own right. First off, the plot makes sense. Also you get to switch between two uniquely skilled main characters, each expert in different styles of espionage. Plus the set pieces in Spy Fiction sound a lot more gung-ho and intense than any of those in MGS2. You get to do stuff like hand-glide into heavily secure enemy bases.

It goes on sale in spring 2004 and we'll be bringing you a full hands-on playtest soon. Stay tuned.

You can tell when an enemy is dazed because stars spin round their head in a cartoon comedy style



The camera swooshes around to an over-the-shoulder view for targeting. Now that's swish

The old 'your shoelaces are undone' trick works every time

MIRROR MIRROR

Although there are only two playable characters in Spy Fiction, you can impersonate other people who appear in the game. Not like some crappy Channel 5 impressionist, though. You're equipped with a wicked sci-fi device that stores and replicates identifying characteristics of enemies, including appearance, voice and retina prints.

1 That's you in the daft black padded coat with the slicked-back blonde barnet

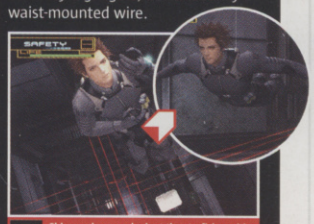
YOU'RE SO TRANSPARENT

He's only half the man he used to be, but that's only because his invisibility suit is taking a while to kick in. Agreed, the ability to vanish does seem a bit like cheating. However, it doesn't last for long so it's not like you can milk it forever. So don't get cocky or you'll get caught in the open and gunned down in a jiffy.

2 Look! You still cast a shadow even when you're invisible. That can't be right

BLOKE ON A ROPE

Make like Hollywood pip-squeak Tom Cruise in Mission: Impossible and rappel down a chamber filled with cheekily placed laser sensors. Namco promises there'll be stacks of heart-thumping scenarios like this to sneak your way through. Plus you'll have access to heaps of Bond-style gadgets, like this funky waist-mounted wire.



3 Shimmy down and adopt the starfish position for optimum laser-dodging efficiency

HULKMANIA

CLEAR SOME SPACE IN YOUR LIVING ROOM, HULK'S COMING TO STAY!

FIVE DVDS UP FOR GRABS!

The big fella is squeezing his bulky butt onto the small screen next month, which means that you'll be able to enjoy his company in the comfort of your armchair. Be warned, though: he's not much of a conversationalist.

Hulk is out to buy and rent on DVD/VHS from November 17 from Universal Pictures Video, and we've got five copies of the DVD to give away. Just send us the answer to this no-brainer to be in with a shot of winning the best comic book movie ever made.

Complete the famous Hulk line: "You wouldn't like me when I'm..."

- A. .....Angry
- B. .....Mildly miffed

Send your answer on a postcard to: Hulkmania, CVG, 30 Cleveland Street, London, W1T 4JD (deadline for entries: November 19)

Having waded through miles of sewer poop Hulk isn't best pleased

© 2003 Universal Studios. All rights reserved

Playtime Bullies

FIGHTING FOR SPACE ON THE OFFICE CONSOLE THIS MONTH

PS2 MOST PLAYED!

PRO EVOLUTION SOCCER 3

If PES 3 had a ball damage system, ours would resemble an old man's leathery nut sack. We've pounded it so many hundreds of thousands of times over the past few months we're surprised it hasn't popped yet.

XBOX MOST PLAYED!

PROJECT GOTHAM RACING 2

Races have gotten so serious in the office that certain members of team CVG have bought driving gloves. Graeme's even bought a helmet... but that's because we keep kicking him in the head for beating us all the time.

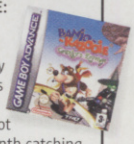
CUBE MOST PLAYED!

VIEWTIFUL JOE

We're slightly embarrassed to admit that none of us have cracked it on the Adult difficulty setting yet. Completing it is almost as tough as trying to get a round of drinks out of CVG's resident tightwad, Paul Davies.

GBA MOST PLAYED!

BANJO KAZOOIE: GRUNTY'S REVENGE



He's been sorely missed since his N64 days, so we've spent a lot of time this month catching up with our old pal Banjo. Obviously we wished our first reunion would've be on Xbox, but this little rendezvous will do for now.

PC MOST PLAYED!

CALL OF DUTY

CVG's resident marksman Pete 'The Jackal' Walker has been leading the troops in some of the craziest WWII multiplayer sessions that we've ever had the pleasure of dying in. We can't wait to cane the finished version soon.

"PS" and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc. Jak II is a trademark of Sony Computer Entertainment merica Inc. © 2003 Sony Computer Entertainment America. Published by Sony Computer Entertainment Europe, developed by Naughty Dog.

NAUGHTY DOG

uk.playstation.com

JAK II
RENEGADE

Jak's back. Sprung from jail and fighting for the underground resistance, he's older, meaner and hell-bent on revenge.

fun, anyone?

PlayStation.2

GBA MORE MOBILE THAN EVER

Gadget firm Digital Art is launching a peripheral for GBA this December in Japan enabling owners to use their Nintendo handheld as a videophone running at approximately 10 frames per second. An import Campho Advance will cost £70-£80.

METAL GEAR AT THE MOVIES

Konami has already confirmed that Silent Hill is to get the Hollywood treatment; now there are rumours of Snake hitting the silver screen, too – although no official deals are in place yet. Meanwhile, the ever-reliable grapevine says a Castlevania adaptation may also be on the cards...

UPDATE!

NINJA GAIDEN

EXPLODES INTO ACTION

IT'S LIKE KILL BILL MEETS SHINOBI ON STEROIDS. NINJITSU DOESN'T GET MORE STYLISH THAN THIS!

We've got to wait till May 2004 before Ninja Gaiden somersaults onto UK shelves, but Temco's tasty new screenshots suggest it's going to be worth the wait.

It was revealed at E3 earlier this year that the Xbox's sexy slice 'em up will boast online content, but developer Team Ninja still refuses to spill the beans on what to expect. We imagine there's potential for downloadable extra levels à la Splinter Cell, as well as a fat dollop of multiplayer carnage.

You slip into the Ninja booties of Ryu Hayabusha, a hotheaded assassin seeking revenge against the Vigor Empire for murdering his clan. And if these scrumptious screens are anything to go by, you'll have to solve puzzles as well as duke it out with demons on your quest for vengeance. But the balance is definitely weighted towards hardcore combat and going berserk with all manner of ancient ass-kicking weapons. Six months and counting.

X MARKS THE SPOT

Do you recognise that strange ancient artefact that Ryu is wedging into the wall? You should. It was the prototype design for the Xbox. Quite why it's making an appearance in one of the puzzles in Ninja Gaiden is anyone's guess.

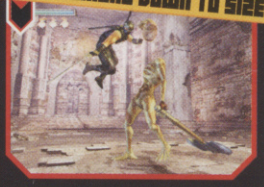
1 Perhaps you'll get to stomp on GameCubes and pulverise PS2s at some point

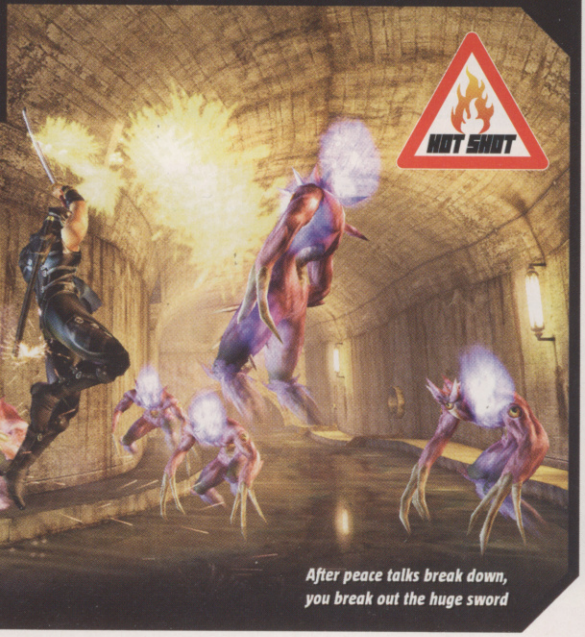
TOOLS OF THE TRADE

The way that you play through the game apparently affects which weapons and skills you acquire. A bit like life

TOTALLY 'ARMLESS

Our acrobatic hero can leap around and lop off the limbs of his enemies. When you disarm a foe in Ninja Gaiden you really disarm them





After peace talks break down, you break out the huge sword

the HOT SEAT

Bungie's studio manager Pete Parsons chews the fat with CVG on all things Halo 2-related

Q CVG: Presumably you're aware of the amusing speculation on the Internet suggesting Halo 2 is finished, and that you're holding back on it to help drive Xbox Live! renewals. Thoughts?

A Parsons: *[Laughs] I thought it was funny. I guess it's always great to see that fans care a lot about Halo 2. Firstly, it's not true – we're working on Halo 2 on both single-player and multiplayer.*

Q CVG: So what is left to do on the game?

A Parsons: *There's tons of work left to do, create, design, put sound on... But in terms of basic building blocks, that's all been done. I play every night; people see us on the webcam playing multiplayer. It's just that long process of putting all the pieces together and making sure it's fun.*

Q CVG: Can you tell us anything more about the storyline?

A Parsons: *I wish I could, but I can't. We've probably said about all we're going to say – at least for a long time. Other than that, if you haven't realised already, the story is really important. We thought a lot, all the way through the process, about how whatever you do has an impact on the story.*

Q CVG: Do you think you'll be working on another Halo game after this?

A Parsons: *Who knows? Bungie has lots of stories and, yes, I think the entire team loves Halo, so who knows? Once again, we're singularly focused on Halo 2.*

Q CVG: What about downloadable content?

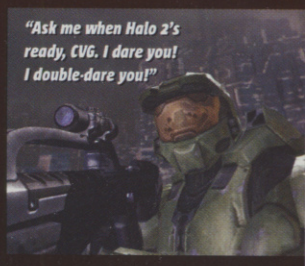
A Parsons: *Downloadable content is possible, but we've nothing to announce on that. I think downloadable content would be cool, but that's about all I can say. I think the entire team loves Xbox Live! and what's possible. The most important thing is to make sure the single-player experience and story is fun and the multiplayer is really cool. After that, we'll see what the right thing to do is. But downloadable content is great; I love it and I'd love for us to do it.*

Q CVG: What are your general hopes for Halo 2?

A Parsons: *In short, hopefully it will be a glorious successor to Halo. The thing that people know is that the Covenant has found Earth and it's under attack, and you are the only thing standing between the Covenant and the destruction of mankind. As we said in the video, we're going to take you on a galactic romp! [Laughs]*

Q CVG: Come on, then: what's the earliest you think we'll be able to play Halo 2?

A Parsons: *This is sort of the same answer that I'll give for when it's going to come out, which is when it's ready. I think Bungie has already been good about getting as much for you as we can, when we can. I just don't know when that is.*



"Ask me when Halo 2's ready, CVG. I dare you! I double-dare you!"

"WE'RE GOING TO TAKE YOU ON A GALACTIC ROMP"

Q CVG: *[That told us]* Okay, are you on track for April?

A Parsons: *I think roughly. But, as I've said, the more direct answer is: when it's ready. That's what we all want.*

Q CVG: Has implementing the Live! element been tricky?

A Parsons: *Implementing Live! is not very hard. One of the great things about Live! from a development perspective is that it's pretty easy to implement – certainly much easier than doing it on the PC side.*

Q CVG: How long will it take to play through Halo 2. Is it a far bigger experience that the original?

A Parsons: *Yes it is. But bigger doesn't necessarily mean it's going to be a 50-hour game. It's just bigger in every dimension. We're just trying to really flesh out a world that people already like.*

Q CVG: How many players will you be supporting in the online game?

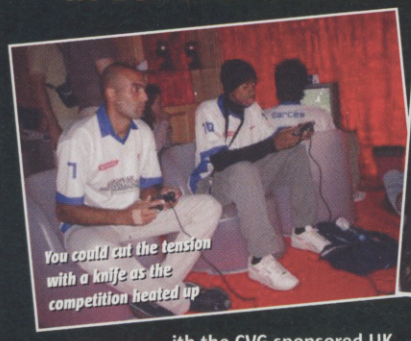
A Parsons: *We haven't said yet. As many as possible! The most important thing is to ensure the single-player experience is great.*

KILLZONE UPDATE!

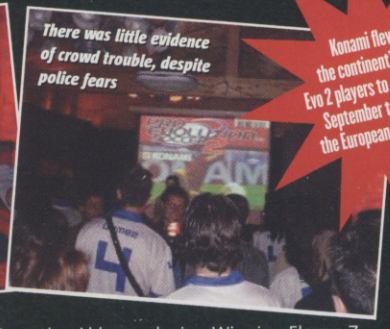
No new info yet on Sony's stunning exclusive PS2 shooter, but here's a fresh batch of blooming marvellous screenshots to gawp at. Check out those tanks! Seems like you might be able to drive them. And look at how the blood spreads in the water, and the cool sniper rifle, and... we'll shut up now.

UNLUCKY MY SON!

ENGLISH PLAYERS SUFFER MIXED FORTUNES IN EUROPEAN PES 2 CHAMPIONSHIPS



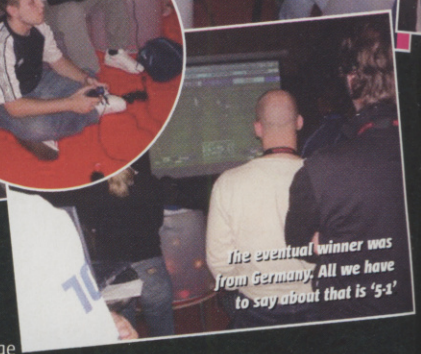
You could cut the tension with a knife as the competition heated up



There was little evidence of crowd trouble, despite police fears

Konami flew 16 of the continent's best Pro Evo 2 players to Switzerland in September to compete in the European Championships

Our heroic British entrants – the Sefah brothers – share a tender moment



The eventual winner was from Germany. All we have to say about that is '5-1'

With the CVG-sponsored UK PES tournament not due to kick off until November, England was once again represented by reigning UK PES 2 Champion, 16-year-old David Sefah from London.

It was his *second* all expenses paid trip to a European final in Switzerland – jammy git!

Also competing this time around was his equally skillful 19-year-old brother Gerry, who got in via a wild card entry – the even jammier git!

It was never going to be easy for the brothers. As Pro Evo obsessives, they'd been playing Winning Eleven 7 on import since release, as well as PES 3 at various Konami-sponsored events, so they had to relearn PES 2.

Some players were completely inconsolable in defeat

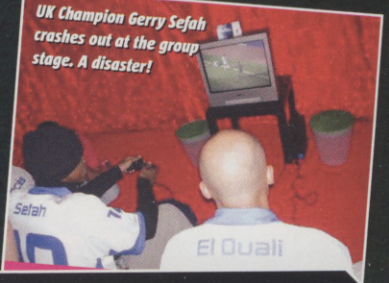
Unfortunately David struggled – big time! Playing as France, in the familiar 4-5-1 formation, he lost five of his six games, crashing out in the group stage. He squandered countless one-on-ones, but it's fair to say that he was desperately unlucky too. He hit the post in every single match! "I got off to a bad start – I really needed to win my first game," he later explained. "I got my confidence back a bit when I beat the French guy, the defending European champion, but luck wasn't on my side, I guess."

It was a different story for big brother Gerry, who played as Italy. He stormed through the group stage with four wins, scoring 14 goals in six games – but conceding 11!

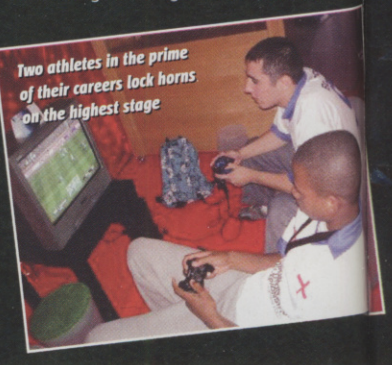
His quarter-final, against Italian Christian Scaduto, was one of the games of the night. Gerry managed just one shot on target in the first half and conceded a soft goal from a cross which every defender missed. But, following intense pressure, he eventually got an equaliser – with a minute to go! "I always knew I was gonna score," he later told us.

In Golden Goal extra time Scaduto had chances to win it but, with 28 minutes gone and penalties looming, Gerry came good with a drive from Totti on the edge of the box. 2-1! Result!

Unfortunately, his semi-final, against Johnny Desmares, didn't go as well. Gerry scored first, but his French opponent hit back with three, including a great lob. Our boy got a consolation goal late on but it was all over. Things didn't get much better in



UK Champion Gerry Sefah crashes out at the group stage. A disaster!



Two athletes in the prime of their careers lock horns on the highest stage

UK CHAMP ON PES 3...

As UK champion, it's fair to say that David Sefah fully mastered Pro Evolution Soccer 2, but what does he think of the new version?

"It's fantastic," he told us – and no, Konami didn't have a gun to his head! "I think it's a pretty radical change. The passing is very different – it's almost like learning the game again."

"All those little errors players make in PES 2 don't happen now. The dribbling's improved, there are more tricks – the tackling is harder too. You get dodgy decisions, but I guess that's all part of football, you know?"

Like the rest of us David's a little disappointed that the teams and player names aren't all real, and he'd love to see online play in a future version of PES. "We'd definitely play against people online if we could," said David. "Our friends aren't good enough." Still, at least he's got his skillful brother to practise against!

PLAY IT

NEW F-ZERO! BLINK IF YOU DARE

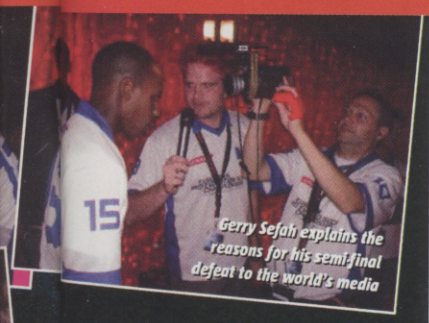
Word is Nintendo is set to announce an all-new F-Zero title for GBA. We'll bring you all the details on the pocket rocket sequel next issue. Let's hope the big N comes good with some tasty first-look screens too.

WHERE'S THE JUSTICE?

We Euro gamers always get the bum deal. The PS2 hard drive has been available in Japan for ages, and now our US brethren will be next to go wild with 40Gb-worth of data-storing action. And just to rub salt in the wound, it'll come with Final Fantasy XI pre-installed.

PSP GATHERS PACE

It's unlikely that we'll see PSP up and running until E3 next May. But with 10 first-party games currently in development and stacks of third-party developers throwing themselves unashamedly at Sony's super-heavyweight handheld, it's time to start getting excited.



Gerry Sefah explains the reasons for his semi-final defeat to the world's media

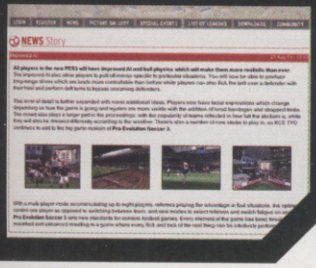
the third/fourth place play-off against local lad Marius Vogelsanger. Watched on a huge screen by the PES 3 programming team who'd flown over from Japan especially for the event, Gerry smashed an upright with a free kick on 16 minutes, but went on to lose 1-0 in a game of few chances.

"I'm a bit annoyed with myself and the balls I was playing – I got a bit sloppy," said Gerry. "I lost the last two but the games were tight. I'm happy with my performance here. We were playing against the best in Europe." For the record, German Marcel Walke, who came third last year, scored two goals in the first five minutes against Frenchman Desmares in a one-sided final, and went on to win 4-1.

Still, David and his big brother have done all right out of PES 2 with two trips to Switzerland, thousands of pounds worth of prizes courtesy of GAME, and guest appearances around the country.

FANCY SOME OF THAT?

Think you're good? Then get involved in the PES 3 National League – it's not too late for CVG readers to enter. You'll find details at: **www.pesleague.co.uk**



GET YOUR CLAWS INTO THIS LOT!

NOT ONLY MUTANTS HAVE GIFTS – WE'VE GOT A BUNCH RIGHT HERE

Wolverine and chums are here to rescue you from evenings of crappy television.

X-Men 2 is out to rent and buy on DVD and VHS from November 10, and we've got five special edition DVDs to give away courtesy of Twentieth Century Fox Home Entertainment. Plus each lucky winner will also walk away with a sackful of brilliant X-Men 2 booty, including a T-shirt, watch and trading card set.

Bagging yourself one of these awesome bundles couldn't be simpler. Send us the answer to the following X-Men-related no-brainer...

What are Wolverine's claws made of?

- A. .....Aluminium
- B. .....Steel
- C. .....Adamantium
- D. .....Tin

Send your answers on a postcard to: X-Men 2 Giveaway, CVG, 30 Cleveland Street, London, W1T 4JD (deadline for entries: Nov 19)

PHANTOM DUST

MYSTERY XBOX FIGHTER APPEARS

Very little is known about Phantom Dust, a jaw-droppingly original online brawler headed exclusively to Xbox.

You'll be able to take part in mental four-way battles via Xbox Live! It's only been announced for Japan at the moment, but its Devil May Cry-style graphics and insane fighting action surely make it a perfect game for every territory. Expect updates on this devilishly good-looking fighter over the coming months.

Phantom Dust promises to offer more than just mindless fisticuffs. Magic and weapons look to be on the cards

RACE DRIVER 2

ULTIMATE RACING SIMULATOR

IT'S GOT A TANK FULL OF GAS AND IS GEARING UP TO BURN RUBBER ON XBOX LIVE

Codemasters has unveiled its latest petrol-head-pleaser in the form of Race Driver 2: The Ultimate Racing Simulator.

Created by the team behind the TOCA games, RD2 gives you the chance to battle it out bumper-to-bumper in over 30 global championships online. But it's the diversity of vehicles and race styles that will really get driving nuts all in a flutter.

You'll have the chance to compete with other race fans in roaring truck competitions, classic American car contests, hardcore street clashes and blistering racecar showdowns. That's just for starters. It'll be kicking up the dust on Xbox in spring 2004.

LIVE ENABLED

Find out whether you can keep up with the pace online in each of the driving disciplines that Race Driver 2 has to offer

CINEMATIC PLOT

The single-player offline action will keep you fired up thanks to its intense, story-led Career mode. Hey, keep on truckin'

AGAIN, JOE.

Chart Attack

CVG MOST WANTED

1. PRINCE OF PERSIA (PS2)

Alex: "Forget polo-playing princes with ginger hair, this slick Tomb Raider-beater is full of Middle-Eastern promise."

2. KILLZONE (PS2)

Mike: "It looks like the lovechild of Halo and Half-Life 2, plus it's online and exclusive to PS2. We're gunning for it all the way."

3. ROME: TOTAL WAR (PC)

Pete: "Beautiful, orchestrated carnage. Like commanding the opening battle in the Ridley Scott movie, Gladiator"

4. MARIO KART: DOUBLE DASH!! (GC)

Graeme: "All the magic of Mario Kart in sparkly next-gen form. Not the most realistic racer around, but more fun than kissing girls"

5. NINJA GAIDEN (XBOX)

Paul: "I've become a fan of everything from Team Ninja since Dead Or Alive. Their games have great sass and class!"

READERS' MOST WANTED

Martin Holmes is such a hardcore racer that he's attached a spoiler to his Xbox and decals to his PS2.

1. GRAN TURISMO 4 (PS2)

"Had a go at PlayStation Experience – the best racer ever!"

2. NEED FOR SPEED UNDERGROUND (XBOX)

"I loved The Fast And The Furious and the drag racing stuff in NFSU looks wicked"

3. PROJECT GOTHAM RACING 2 (XBOX)

"I'm all about caning those Ferraris."

4. MARIO KART: DOUBLE DASH!! (GC)

"I've still got faith that Nintendo won't balls it up."

5. OUTRUN 2 (ARCADE)

"Never played the original, but this looks amazing."

Send CVG a photo of yourself and list of five games you're most excited about playing, plus 10 words on each telling us why.
READERS' MOST WANTED, CVG, DENNIS PUBLISHING LTD., 30 CLEVELAND STREET, LONDON, W1T 4JD. EMAIL: MAILBAG.CVG@DENNIS.CO.UK (SUBJECT: READERS' MOST WANTED)

MULTI-FORMAT TOP SELLERS

GAME

1	Soulcalibur II	GC, PS2, XB
2	Conflict: Desert Storm 2	PS2, XB, PC
3	Tiger Woods PGA Tour 2004	PS2, XB, PC, GC
4	Colin McRae Rally 04	PS2, XB
5	Eye Toy: Play	PS2
6	Rugby 2004	PS2, PC
7	C&C: Generals Zero Hour	PC
8	Freedom Fighters	PS2, XB, PC, GC
9	Medal Of Honor: AA Breakthrough	PC
10	FIFA 2003	PS2, XB, GC, PC

£3 OFF ANY GAME AT

GAME

www.game.uk.com

The UK's Leading Specialist in Computer Software and Videogames

1. The £3 off is valid against the purchase of any one product costing £29.99 or more.
2. This voucher is not exchangeable for cash and is non-recoverable.
3. This voucher cannot be used in conjunction with any other offer or voucher.
4. This offer may be withdrawn at any time without notice.
5. Only one voucher per transaction.
6. Only one voucher per person.
7. This offer is redeemable at any GAME store in the UK and Eire.
8. Voucher valid from 23/10/03 until 19/11/03.
9. Voucher applies to software and accessories across all formats.

503441010078

RELEASE DATES

GC	STARSKY & HUTCH	OCTOBER 24
GC	VIEWTIFUL JOE	OCTOBER 24
PC	APOCALYPTICA	OCTOBER 24
PS2	ROLLING	OCTOBER 24
GBA	SIM CITY 2000	OCTOBER 24
PS2	BREATH OF FIRE: DRAGON QUARTER	OCTOBER 24
PS2, XB, PC	URBAN FREESTYLE SOCCER	OCTOBER 24
XB	DANCING STAGE UNLEASHED	OCTOBER 24
PC	EMPIRES: DAWN OF THE MODERN WORLD	OCTOBER 24
PS2, XB	BUFFY THE VAMPIRE SLAYER: CHAOS BLEEDS	OCTOBER 24
PS2 , XB	NBA JAM	OCTOBER 24
PS2, GC, XB, PSONE, GBA	FIFA 2004	OCTOBER 24
PS2 , XB, GC	SSX 3	OCTOBER 24
PC	FIREPOWER	OCTOBER 24
PC	MAX PAYNE 2: THE FALL OF MAX PAYNE	OCTOBER 24
PS2	GALIDOR: DEFENDERS OF THE OUTER DIMENSION	OCTOBER 24
PS2, PC	NBA LIVE 2004	OCTOBER 24
GBA	TOP GUN COMBAT ZONE	OCTOBER 24
PS2	TIME CRISIS 3	OCTOBER 24
GC	BIONICLE: THE GAME	OCTOBER 24
GBA	SHREK: REEKIN' HAVOC	OCTOBER 24
GBA	PIRATES OF THE CARIBBEAN	OCTOBER 24
GBA	POWER RANGERS: NINJA STORM	OCTOBER 24
GBA	BANJO KAZOOIE: GRUNTY'S REVENGE	OCTOBER 24
PS2, PSONE	DANCING STAGE FEVER	OCTOBER 24
PC	FALLOUT COLLECTION	OCTOBER 24
PC	ECHELON 2: WIND WARRIORS	OCTOBER 31
GC	F-ZERO GX	OCTOBER 31
XB	NEXT GENERATION TENNIS	OCTOBER 31
PC	HIDDEN AND DANGEROUS 2	OCTOBER 31
PS2, XB	CURSE: THE EYE OF ISIS	OCTOBER 31
GC, XB, GBA	BARBARIAN	OCTOBER 31
GBA	HALLOWEEN	OCTOBER 31
XB	DUNGEONS & DRAGONS HEROES	OCTOBER 31
PC	STAR WARS GALAXIES	OCTOBER 31
XB	CRIMSON SKIES	OCTOBER 31
PS2, XB, PC	XIII	OCTOBER 31
PS2	ULTIMATE SAGA	OCTOBER 31
PS2	RACING SIMULATION 3	OCTOBER 31
GBA	WINGS ADVANCE	OCTOBER 31
GBA	DEFENDERS OF THE CROWN	OCTOBER 31
PS2, XB	BALDUR'S GATE DARK ALLIANCE 2	OCTOBER 31
PS2, XB, GC	WORMS 3D	OCTOBER 31
XB	ESPN NHL HOCKEY	OCTOBER 31
XB	NFL 2K4	OCTOBER 31
PS2	NBA 2K4	OCTOBER 31
PS2	NFL 2K4	OCTOBER 31
PC	GLADIATOR: SWORD OF VENGEANCE	OCTOBER 31
GBA	SONIC PINBALL PARTY	OCTOBER 31
PS2, XB	SPONGEBOB SQUARE PANTS: BATTLE FOR BIKINI BOTTOM	OCTOBER 31
XB	FALLOUT: BROTHERHOOD OF STEEL	OCTOBER 31
PC	CHAOS LEGION	OCTOBER 31
PS2, XB, PC, PSONE	CELEBRITY DEATHMATCH	OCTOBER 31
PC	SILENT HILL 3	OCTOBER 31
PC	X2: THE THREAT	OCTOBER 31
PC	THE SIMS MAKIN' MAGIC	OCTOBER 31
PC	CIVILISATION III: CONQUESTS	OCTOBER 31
XB	FORD RACING EVOLUTION	OCTOBER 31
PS2	MY STREET	OCTOBER 31
PS2	SWAT: GLOBAL STRIKE TEAM	OCTOBER 31
PS2	FORD RACING 2	OCTOBER 31
XB	DINO CRISIS 3	NOVEMBER 7
PS2	SCRABBLE 2003	NOVEMBER 7
PC	BREED	NOVEMBER 7
PS2, XB, GC	TRUE CRIME: STREETS OF LA	NOVEMBER 7
XB	TOP SPIN TENNIS	NOVEMBER 7
GC	STAR WARS ROGUE SQUADRON III: REBEL STRIKE	NOVEMBER 7
PS2, PC	POP IDOL	NOVEMBER 7
PS2, XB	GLADIATOR: SWORD OF VENGEANCE	NOVEMBER 7
GC	BUFFY THE VAMPIRE SLAYER: CHAOS BLEEDS	NOVEMBER 7
XB	SEGA GT ONLINE	NOVEMBER 7
PS2, XB, GC	THE SIMPSONS: HIT & RUN	NOVEMBER 7
PC	CALL OF DUTY	NOVEMBER 7
GC	BILLY HATCHER AND THE GIANT EGG	NOVEMBER 7
XB, GC	NBA LIVE 2004	NOVEMBER 7
XB	XBOX MUSIC MIXER	NOVEMBER 7
PS2, XB, GC, PC, GBA	HARRY POTTER QUIDDITCH WORLD CUP	NOVEMBER 7
PS2	BROKEN SWORD: THE SLEEPING DRAGON	NOVEMBER 7
GC	CONFLICT DESERT STORM II	NOVEMBER 7
XB	DEADMAN'S HAND	NOVEMBER 7
PC	FIGHTBOX	NOVEMBER 7
PS2	BATMAN: THE RISE OF SIN TZU	NOVEMBER 7
PS2	WWE SMACKDOWN! HERE COMES THE PAIN	NOVEMBER 7
PS2	GHOST HUNTER	NOVEMBER 7
GC	DRAGONBALL Z BUDOKAI	NOVEMBER 7
GBA	STAR WARS FLIGHT OF THE FALCON	NOVEMBER 7
PC	CONAN	NOVEMBER 9
GBA	PREMIER MANAGER	NOVEMBER 14
XB	AMPED 2	NOVEMBER 14
GC	MARIO KART: DOUBLE DASH!!	NOVEMBER 14

RELEASE DATES SUBJECT TO CHANGE

computer and video GAMES
DENNIS PUBLISHING LTD, 30 CLEVELAND STREET, LONDON W1T 4JD
Playing far too much this month...

★ Editor ..... Alex Simmons
★ Deputy Editor ..... Peter Walker
★ Reviews Editor ..... Lee Skittrell
★ News Editor ..... Mike Cooper
★ Staff Writer ..... Graeme Boyd

★ Art Editor ..... Jaime Smith
★ Senior Designer ..... Jenny McComb
★ Acting Production Editor ..... Steve O'Hagan
★ Contributing Editor ..... Paul Davies
★ Art Director ..... Phil Clark
★ Online News Editor ..... Johnny Minkley
★ Online Section Editor ..... Steve Colton

CONTRIBUTORS
(Words) Alex Huhtala, Barny Zoeller, Maura Sutton, Anoop Gantayat, Stephen Daultrey, Anthony Holden, Paul Anglin, Richard Marsh, Dean Scott, Ellie Gibson *(Subbing)* Andrew Holmes, Rosanna Negrotti *(Design)* Tim MacDonald, Mike Newson *(Illustration)* Team Artonomy, Nishant Choksi

★ CVG Editorial ..... 020 7907 6565 (Fax: 6566)
★ Online Subscriber Service ..... www.subsinfo.co.uk

★ Existing Subscriber Enquiries
01454 642443 or cvg@cisubs.co.uk
★ Production Executive
Stuart Slade 020 7907 6054
★ Senior Production Executive
Kerry Lambird 020 7907 6056
★ Publisher
Tara Leathers 020 7907 6508

★ Group Sales Director
Ian Westwood
★ Games Group Advertising Manager
Mandy Hewitt 020 7907 6670
★ Promotions Manager
Emily Ford 020 7907 6672
★ Senior Sales Executive
Jonathan Boakes 020 7907 6673

★ Senior Sales Executive
Kerry Nortcliffe 020 7907 6671
★ Classified Sales Executive
Dan Read 020 7907 6684
★ Group Production Manager
Simon Maggs 020 7907 6051
★ List Rental Executive
Nerys Church 020 7907 6140
★ Direct Marketing Director
Julian Thorne
★ Newstrade Manager
Frzana Rehman 020 7907 6148

★ Group Publisher Duncan Tickell
★ Financial Director Ian Leggett
★ Group Managing Director Alistair Ramsay
★ Chairman Felix Dennis

IMPORT GAMES SUPPLIED BY RAVEN GAMES
Tel: 020 8663 6822
Email: info@ravengames.co.uk

RAVEN GAMES LONDON

Dennis

PPA

Company Registered in England, number 1138891.

Entire contents © 2003 Felden Productions.
© COPYRIGHT: Computer And Video Games 2003

ISBN NO: 0261-3697

Computer And Video Games recognises copyrights and trademarks. We have acknowledged copyright holders. If we have not credited your copyright, we will correct any oversight.

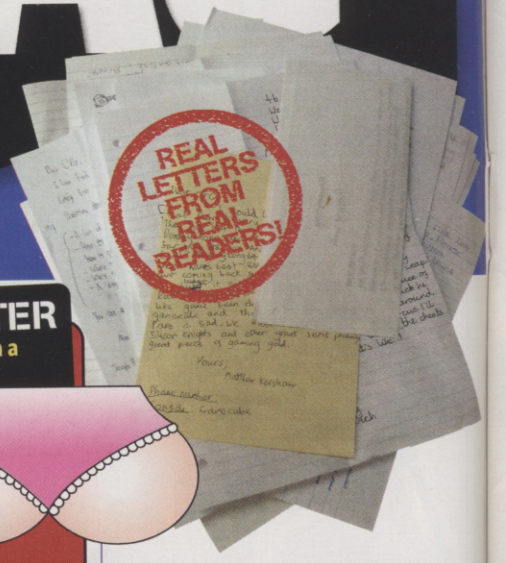
© CAPCOM CO., LTD. 2002 ALL RIGHTS RESERVED. NINTENDO GAMECUBE AND THE NINTENDO GAMECUBE LOGO ARE TRADEMARKS OF NINTENDO.

© CAPCOM CO., LTD. 2005 ALL RIGHTS RESERVED. NINTENDO GAMECUBE AND THE NINTENDO GAMECUBE LOGO ARE TRADEMARKS OF NINTENDO.

VIEWTIFUL BORN KILLERS

If I can just make it over the G, I can take cover in the A

MAILBAG



Send your rantings and ravings (or a letter) to: Mailbag, CVG, Dennis Publishing, 30 Cleveland Street, London W1T 4JD. Or email us at mailbag.cvg@dennis.co.uk

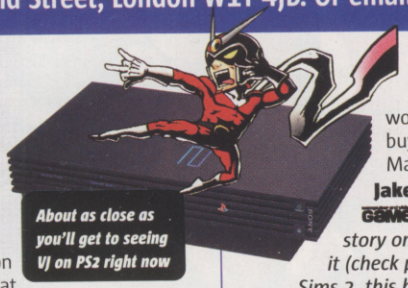
EYE OF THE BEHOLDER

How could you say that a bad point of the innovative Viewtiful Joe is that it is only on GameCube? That has nothing to do with the gameplay, and besides, this is great for Nintendo's dying image. This is what we need more of to save the greatest games company.

PS. All the Jonbahs (Issue 263) out there need to come out of hiding.

Mr Sorry, We Lost Your Name Mate

CVG *As it's a preview, our 'We Love' and 'We Hate' comments don't contribute to a score and aren't restricted merely to gameplay issues. Viewty is indeed in the eye of the beholder, and we reckon Joe deserves to be beheld on other formats, too.*



About as close as you'll get to seeing VJ on PS2 right now

PREMATURE EVACUATION

Every time I walk into Gamestation, all I get from the men behind the counter is stuff about the Xbox. They say I should trade my PS2 in and get an Xbox. Come on, is it worth buying?

Steven Ridge, Barking

CVG *And if a masochist told you to set fire to your short and curlies, would you do that, too? With class upcoming titles like Halo 2, Gotham 2, Perfect Dark, Half-Life 2 and Doom III, plus Live looking ever more attractive, Xbox is well worth considering, it's true. But abandoning your PS2 is definitely way too premature.*

Fanboys. They're everywhere

WACK ON SKY ONE

Gamezville is wack! But I still find I need my daily dose.

Hoseafidel, via email

EA, IT'S SIM THE GAME

Will you write about Unreal Tournament 2004? That and Halo are the best first-person shooters ever! Do you know if The Sims 2 will have its predecessors' expansion packs built in, because I'm wondering if I should buy Superstar and Makin' Magic?

Jake

CVG *You want a story on UT2K4? You got it (check p37). As for The Sims 2, this being an all-new game and it being published by the official King Of Add-Ons™, EA, we'd say 'no'. However, only three things in life are certain. Death, taxes and a new set of add-on packs for any EA game that sells well.*

MMM, U DONUT

I dont know if you noticed, but on the front of issue 264 it said 'Oct 2003' when it was only September.

Jamie, Crewe

CVG *Take look at any mag in any newsagents, Jamie (or this issue of CVG you're holding now). Guaranteed that most will actually be dated for the following month. It's a magazine thing, everyone claiming to be so far ahead of the game they're bringing you tomorrow's gaming news today. Except in CVG's case, it's true.*

Homer saying D'oh, because we can!

THERE, THERE, DON'T CRY, LITTLE AD

When I got my Cube I bought PSO straight away – 404 hours later I had almost every weapon you could dream of and my character was Level 141. One day it froze in the middle of saving. I froze in the middle of breathing. I had to switch the power off. My data had been corrupted and I had to start again. I cried and cried, and I haven't stopped since. Please help me! Playing games as much as you do, you must have had such tragedies. I need your counselling. I need you to tell me it will be all right and that the nights can get easier. CVG, PLEASE HELP ME!

Ad, via email

CVG *We wish we could tell you it'll get easier with time, but the bitter resentment at the loss of your godlike gaming creation and all those wasted hours snatched from you will only eat a dark hole in your soul. The end of the world is coming at you like a runaway freight train packed with toxic waste and Marmite, and nothing can save you. Except, perhaps, getting out a bit more.*

Pete uses this for camo 'in the field'

GUEST LETTER

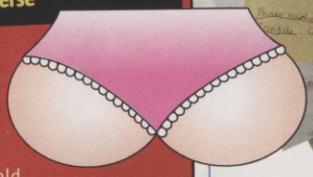
More strange letters from a parallel universe

BIG BUT

Has anybody noticed the similarity between J.Lo's ass and two bald men struggling to put on a polo-neck jumper?

Paul G, from deep space, presumably

CVG *We never have, Paul, so we asked Jenny to draw us two bald men struggling to put on a polo-neck jumper. She threw in the frilly white detailing for free.*

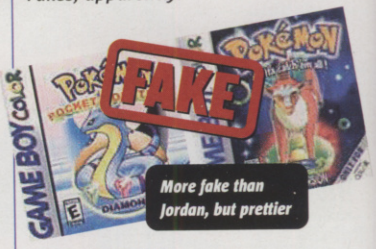


POKÉMON RAINBOW

Way back in Issue 257 Christopher Marshall brought up the subject of Pokémon Jade and Diamond. I write in hope of an answer to what Pokémon Jade and Diamond really are, and whether there any other Pokémon games that were released in Japan but not here?

Paul, via email

CVG *Help is our middle name, Paul, only we hardly ever tell anyone. Okay, here's the potted Poké-history for handheld. Pokémon Green and Red were the first games released in Japan, but the UK's originals were Red and Blue. We then followed Japan with Yellow, Gold and Silver, then Crystal (although mobile phone trading was missing over here), and most recently Sapphire and Ruby. Leaf Green and Fire Red have been confirmed for Japan, remaking the 1996 originals in the new game engine. And Jade and Diamond? Fakes, apparently.*



More fake than Jordan, but prettier

PES FIFA FIX

You should release a disc that fixes all the names and flags for Pro Evo 3.

James, via email

THE SAME, ONLY DIFFERENT

Why exactly do you, Nintendo Official Magazine and PCZONE have the same website? I'm puzzled. Are you all the same people?

Craig, Cheshire

CVG *Yeah, like we get time to write two other mags and a website. What it is, the website has its own game galley slaves, and because ZONE and CVG are owned by the same company, we both contribute to it. Meanwhile, NOM's owned by the company that used to own CVG, so we've done a special deal to include their content on our site, too. Are you still awake, Craig?*

www.computerandvideogames.com. Hmm, whose website could this be?

computer and video GAMES STAR LETTER

STAR LETTER

HEAR, HEAR

I have a question about future game content and the use of the Xbox Live! or PS2 online gaming headsets. Do you know of any developers using headsets for games which are *not* played online? I'm talking about voice recognition. Imagine shouting commands to your AI comrades, voice-recognition doors and lights, contacting your superior in real time with useful information that helps progress the game, shouting commands to team-mates in sports games to get into position, etc. What are the CVG team's thoughts on this?

Rick, via email

CVG *We don't have to imagine, Rick, we're already playing them, and we see voice recognition as one of the next big gameplay innovations that'll be everywhere soon. We went into this in Issue 264 when previewing SWAT and Rainbow Six for Xbox (see p51 this issue, too), both of which support VR, as will SOCOM 2. But you're right to suggest that VR can do more than just make squad-based games much easier to manage and more fun offline – imagine Pro Evo with VR, and it could also kick ass online. UT2K4 (see p37) lets you order your bot team-mates around by voice, and we could see it working fantastically with the rumoured squad mode for Medal Of Honour PC. Bored with games? As if...*

JAPANESE WHISPERS

Prince Of Persia on GameCube canned? Please tell me it's a rumour.

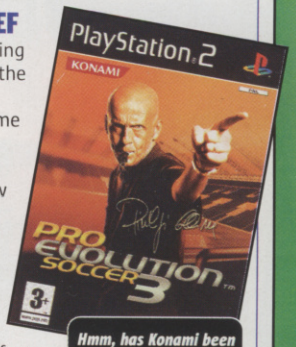
Hoseafidel, via email

PS. Why don't you guys at CVG have your own TV show?

CVG *That'd be curious, given that Ubi Soft hasn't even officially confirmed Sands Of Time for Cube or Xbox. The PS2 version's out on November 21, the GBA on November 14 and the PC on December 5. We reckon you'll see the other two home console versions, once they've been officially announced, a couple of months after Christmas. We don't have our own TV show because Zoë Ball refused to present it covered in cat food, amongst other, er, 'requests' we had.*

FOUL, REF

I was reading your mag the other day when I came up with a fantastic idea. How about a game where you get to play as a football referee. Loads of my mates think it sounds ace.



Gary, Wakefield

CVG *Refereeing game? Nah, it'd never take off... would it?*

BRAIN STORM

Got an idea for a game? Send it here...

GTA MULTIPLAYER

While playing Vice City, I got an idea that would be tons of fun: an online Cops And Robbers mode. One group of players are criminals who start wearing jail uniforms and simply have to hide and find anything they can to survive. Another group are the cops and have to find, arrest or assault the others. Both groups will be able to earn items, higher police ranking and buy buildings. The game finishes if one team is dead. What do you guys think?

Sam, Hampshire

CVG *We think you're doing a fine job helping Frodo, but you should learn to swim.*

computer and video GAMES

ALL NEW!

ORDER HOTLINE 0906 663 0601

available for Nokia, Motorola, Samsung, Sagem, Ericsson, Sharp

POLYPHONIC RINGTONES JAVA GAMES

CHART HITS

32384 Radiohead, Go To Sleep
32417 Girls Aloud, Life Got Cold
32041 Busted, Sleeping..the Light On
32412 Richard X v. Kelis, Dreams
32631 R. Kelly ft. Big Tigger, Snake
32644 Kings Of Leon, Chambers
32445 Jaimeson, Complete
31987 Blu Cantrell ft. S.Paul, Breathe
32413 Cheeky Girls, Cheeky Holiday
32425 Lumidee, Never Leave You
32419 Pharrell ft. Method, Frontin'
32373 R.William, Something Beautiful
32564 Jason Nevins, I'm In Heaven
31254 Beyonce. JayZ, Crazy In Love
32449 Benny Benassi, Satisfaction
31259 Evanescene, Bring Me To Life
32416 Craig David, Spanish
32424 Deepest Blue, Deepest Blue
32583 Elbow, Fallen Angel
31328 Pink, Feel Good Time
32369 Javine, Real Things
31318 Eminem, Business
32563 All American Rejects, Swing
25105 21 Questions
31293 Delta Goodrem, Without You
31998 Misteeq, Can't Get It Back
32430 Joe Budden, Pump It Up
32626 Funeral For A Friend, Juneau
32386 D-Side, Invisible
32375 Junior Senior, Rhythm Bandits
32609 O. Osbourne, Close My Eyes
32448 Dido, White Flag
32496 The Cardigans, The Storm
32421 Macy Gray, She Aint Right...
32402 Madonna, Frozen
32399 Dido, Take My Hand

TV & FILM

23201 A Team
23202 Addams Family
23203 Airwolf
23204 Austin Powers
23205 Banana Splits
23209 Bob The Builder
23218 Eastenders
23220 ET
23221 Friends
25156 Futurama
23222 Ghostbusters
23223 Godfather
23224 Good, Bad And The Ugly
23226 Great Escape
23228 Halloween
23229 Harry Potter
23232 Indiana Jones
23234 Jackass
23235 James Bond
23243 Lord Of The Rings
23246 Match Of The Day
23247 Matrix
23249 Mission Impossible
23250 M.Python, The Bright Side
23253 Muppet Show
23254 Only Fool And Horses
23255 Pink Panther
23256 Pulp Fiction
23258 Rocky, Eye Of The Tiger
25116 Roobarb & Custard
23259 Scooby Doo
23260 Simpsons
23261 Smpsns, Itchy & Scrtchy
23262 Six Feet Under
23265 Southpark, Kyles Mom
23268 Star Wars
23269 Terminator Theme
25198 Top Gun

DANCE ANTHEMS

23002 Cosmic Gate, Fire Wire
23008 Dj Quicksilver, Bellissima
23009 DJ Sammy, Boys Summer
23011 Energy 52, Cafe Del Mar
23014 I.Van Dhl, Castles In Sky
23016 Jakata ft. Seal, My Vision
23024 N-Trance, Set U Free
23029 Royksop, Poor Leno
23030 Rui Da Silva, Touch Me
23032 Scooter, Posse
23033 Spiller, Groovejet
23034 Sprmen Lovers, Starlight
23035 Underworld, Born Slippy
23037 W.D.F., Shiny Disco Balls

GAME TONES - Mono Only

13198 Afterburner
13162 BombJack
13243 Boulderdash
13205 Bubble Bobble
13097 Donkey Kong
13168 Ghosts n Goblins
13221 Golden Axe
13222 Gradius
13226 Mario Bros., Level 1
18758 Mario Sun, Delfino Plaza
13275 Mario World, Intro
13985 OutRun, Magical Shower
13987 Pac Man
13278 Sonic, Hill Zone
13254 Street Fighter II, Title
13228 Tetris
13134 Wonderboy

OPERATOR LOGOS

10580	10462	10449	11220	11216	10376	10682
10683	10701	10588	10873	10459	11210	10692
11091	11132	10406	10489	10879	10540	10767

PICTURE MESSAGES

11366	11376	11495	11337	11577	11611	11639
11594	11573	11619	11575	11631	11689	11546
11472	11362	11561	11434	11291	11330	11375

30000	32543	31083	32543
Available for: Nokia 3650, 6100, 6610, 7210, 7650	Available for: Nokia 3650, 7650 Sharp GX10 T720	Available for: Nokia 3410, 3510i, 6610, 6100, 7210, 3650, 7650 Sharp GX10, Mot T720 Siemens M50, C55, S55, SL55	Available for: Nokia 3650, 7650 Sharp GX10 Motorola T720

HOW TO ORDER BY TEXT

1 Browse the list and make a note of the order code

2 Compose a text message as shown below and send it to 89148

Type "Send CVG phonetype ordertype ordercode"

PHONE TYPES: Nokia: NOK; Sony Ericsson: ERI; Sagem: SAG; Samsung: SAM; Motorola: MOT; Sharp: SHA

ORDER TYPES: Games: GAME; Polyphonic Tone: POLY; Monophonic Tone: MONO; Pictures / Logos: LOGO

e.g. To order a game for a Nokia: Send CVG NOK GAME 12345
e.g. To order a Polyphonic Tone for a Samsung: Send CVG SAM POLY 12345
e.g. To order a Monophonic Tone for a Sagem: Send CVG SAG MONO 12345

Your order should arrive shortly after you send the message

When ordering by phone BT landline calls cost £1.50 per minute. Calls should last between 2 and 3 minutes, you must complete the call to receive your order. Calls from mobile phones may cost more. TXT ordering costs £4.50. Java games cost £7.50. Your order should be with you within a matter of minutes. Please check your handset compatibility before placing your order. Your phone must be enabled for WAP to download Polyphonic Ringtones, Colour Pictures, and Games. If you do not receive your order within 24hrs please contact our customer services department: Services@FutureMobile.net Callers must be over 16 to use this service and permission gained from the person/company that pays the phone bill. Future Mobile Ltd. may use data to make offers to you. If you DO NOT wish this please email us at Support@FutureMobile.net Future Mobile Ltd. acknowledges all trade marks and copyrights as being those of their respective owners. Any perceived infringement should be brought to our attention at our postal address: Future Mobile ltd, PO Box 74, Crowborough. TN6-3YE. This service is provided by Future Mobile Ltd.

CHALLENGE CVG ★on tour

"So where is it?" "I told you, Kent!" 'You've done it again!"

TEAM CVG VS ORPINGTON

REPRESENTING CVG: GRAEME BOYD AND MIKE COOPER

REPRESENTING ORPINGTON: LEE AND JAMES HATHORN

"Where's Orpington, then?" asked Graeme. "Kent!" said Mike. "Well, there's no need for that kind of language!"

The teams share a few friendly words of encouragement

TEAM CVG BRING THE PAIN – AND THEN HAVE TO TAKE IT BACK AGAIN

We love a bit of ring action here at CVG. We've been arranging hardcore wrestling matches in the office every lunchtime, but Mike got a carpet burn on his nipple and the cleaning lady kept giving us trouble for leaving bloodstains on the ceiling.

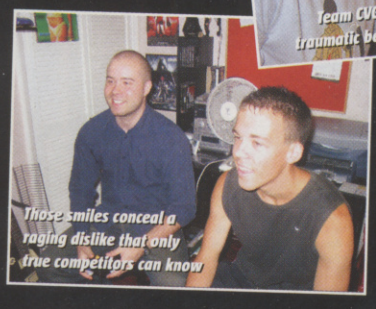
So when we got a call from a young grappler named Lee Hathorn challenging us to a bit of the old Greco-Roman on THQ's Wrestlemania XIX, Mike and Graeme greased themselves up, slipped into their snazzy Lycra leotards and hopped spritely onto the train to Orpington.

We've seen more muscles on a gerbil

1 ROUND ONE: HOW D'YA LIKE THOSE GRAPPLES?

This lad, Lee, he's a bit hard. He's got muscles and everything. "I've been doing thumb exercises all morning," he said, flexing two bulbous digits. Reflecting on their training regime of bacon and egg sandwiches, Mike and Graeme got down to business. Choosing The Undertaker and Steve Austin, Team CVG began a process of ridiculous referee beating that led to an unlikely early victory and loads of enthusiastic facial gurning.

Team CVG chuckle at the severe, traumatic beating they're receiving



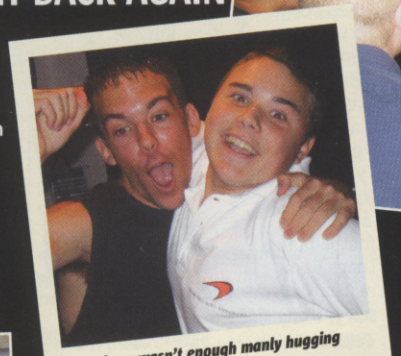
Those smiles conceal a raging dislike that only true competitors can know

2 ROUND TWO: MAT'S THE WAY I LIKE IT

"Are we starting the challenge now?" said Lee, chin still throbbing from the brutal Stone Cold Stunner he had just received. Looking more than a little angry at Team CVG's blatant rule-breaking, Lee suggested throwing the regulations out the window with a hardcore match. Suddenly the brothers from O-Town turned into a fearsome fighting unit. Distracted by sandwiches and lemonade, Mike and Graeme were destroyed with a brutal F-5 and a quick three-count. "I'm naturally gifted," postured smug Lee, kissing his sinewy biceps and rubbing his pecs.

3 ROUND THREE: LAYING THE SMACKDOWN

With testosterone running high, the teams knuckled down for one last battle. "Cage match!" screamed Graeme. Grappling with the joypads as if they were made of sweaty man flesh, the ensuing thumping match was enough to have Lee's mum asking what all the noise was about. Hulkamaniac Graeme went to work on James' RVD, busting his forehead open, but the momentum swung when Lee waded in to help his brother. Building to a finish worthy of pay-per-view, Lee walloped Graeme with an Angle Slam, followed immediately with a Five Star Frog Splash off the top turnbuckle from Jamie. One, two, three... and it's all over. CVG



As if there wasn't enough manly hugging going on in the game...

Orpington's own diva, Lee's lovely girlfriend Rebecca

Conclusive proof that videogames do turn you into a mentalist

Mike's freshly shaven bonce couldn't intimidate the heroes from Orpington

CHALLENGE CVG WINNER WINNER: HATHORN CHALLENGE CVG WINNER

The CVG challenge heavyweight champions of the world, Lee and James!

At least they had some sandwiches to ease the pain

THE FINAL RESULT: TEAM CVG LOSE!

People say wrestling is fake, but the sting of defeat is as real as anything Graeme and Mike have felt.

"Get on the floor while I pin you!" yelled Lee, a look of testosterone-fuelled madness raging in his eyes. "Erm, no?" quivered Graeme. Cue lots of extended muscleman poses and dissing. "They hustled us," whimpered Mike, turning to his sandwiches for some shred of chicken-flavoured comfort.

As Team CVG dribbled disconsolately into the office, Alex and Pete locked them into a camel clutch while Jamie and Lee took turns giving them gruesome nipple cripples. Such is the price of defeat. It is the beginning of a new era – can *you* continue our losing streak?

COME ON! HAVE IT!

CHALLENGE CVG ★on tour

COME ON! We're well fired up now! We need to restore our reputations, and we're coming to your house to do it.

You get to learn how real experts play games (*ahem*), and we get to meet our lovely readers and stuff our faces with sandwiches. Win-win situation, see? Let's have it then, one at a time, single file... Oh yeah, can you get your parent/guardian to sign the form too.

★HELLO, MY NAME IS: .....

★BUT YOU MUST CALL ME: ..... [nickname] ★AND I'M: ..... [age]

★I AM THE BEST AT: ..... [game name]

★MY ADDRESS IS: .....

★DAYTIME TELEPHONE NO: ..... ★EVENING TELEPHONE NO: .....

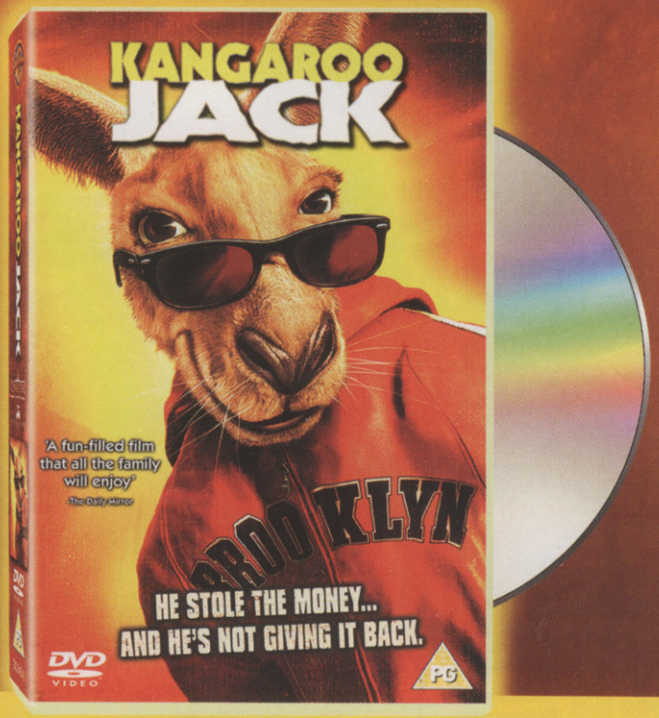
★EMAIL: ..... ★PARENT/GUARDIAN SIGNATURE: .....

Send to: CVG Reader Challenge, CVG magazine, Dennis Publishing, 30 Cleveland Street, London W1T 4JD

YOU'D BE HOPPIN' MAD TO MISS THIS!

'A fun-filled film that all the family will enjoy'

-The Daily Mirror



Buy it! On DVD VIDEO from 10th November at GAME

www.game.uk.com

For your nearest store please call 0870 750 2747

© 2003 Warner Bros. Ent. All rights reserved.

www.kangaroojack.co.uk

TRUE CRIME™

STREETS OF LA™

GOOD COP, BAD COP? YOU DECIDE, IN THE CITY OF ANGELS

PUBLISHER
ACTIVISION
DEVELOPER
LUXOFLUX
OUT: NOVEMBER 7

ONLINE GAMING

IN A NUTSHELL

Full playtest interrogation of the latest pretender to GTA's throne. There's 240 square kilometres of LA filled with pimps, pushers and gangsters, with you as a renegade cop determined to take them down.

XBOX
GC

WWW.TRUECRIMELA.COM

It's not a good time to be a videogame cop. First of all some small-time punk made a name for himself in Vice City, shooting up the local authorities in the process. Then London's underworld exploded when Mark Hammond took out most of the city's gangsters and police force in The Getaway.

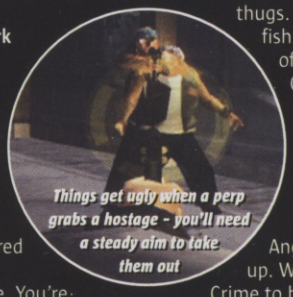
But things are about to change. There's a new face in the precinct and he's determined to reclaim the streets from the perps.

Nick Kang. He's got a chequered past, but in this line of work everything's either black or white. You're on the right side of the law, or the wrong side.

In True Crime the choice is yours. Good cops do things by the book, but sometimes the only way to get through to people is with a clenched fist or a hollow-tipped bullet. Watch your back, though – bad guys never forget a cop's face.

But don't worry too much about the street thugs. There are bigger fish to fry in the City of Angels. The Triads in Chinatown are squeezing their protection rackets like an empty ketchup bottle. At the same time there's been a lot of movement from the Russian Mafia over on the Westside.

Something bad's brewing in Los Angeles, and it's your job to bust it up. We've scoured the streets of True Crime to bring you the most up-to-date information and exciting intelligence. Consult the attached crime files to get the lowdown and study the city map – with 240 square km of pavement to pound you're going to have to know your way around...



Things get ugly when a perp grabs a hostage – you'll need a steady aim to take them out

PLAYED TILL IT SQUEALED!

GRAND THEFT AUTO

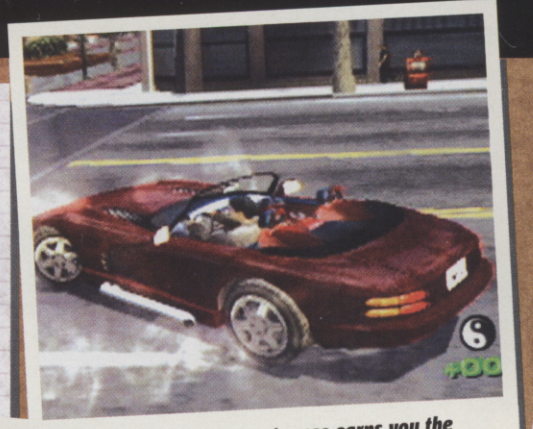
Walking's for punks. If you want to get anywhere in LA you'll need wheels. Luckily Nick drives a mean lowrider, and passing training missions will award you more powerful rides – like a roaring 1969 muscle car, or a cool red sports convertible.

If that's not your style why not take your pick from the streets? The citizens of LA should be more than willing to sacrifice for the good of the city, but you'll still come across a few jackasses who won't give up their automobile without a fight.

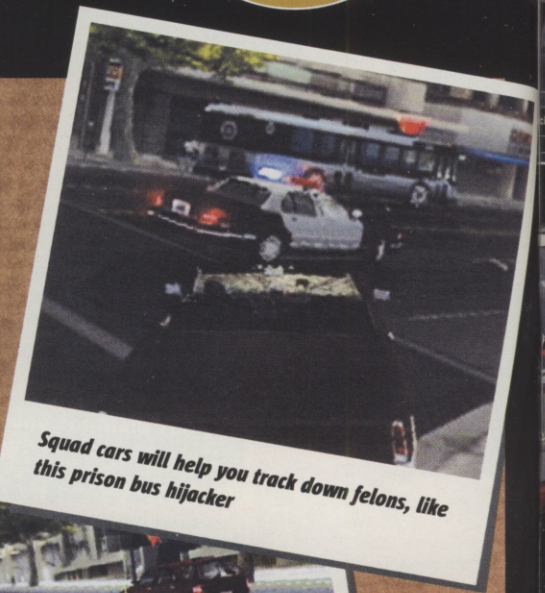
ROLLIN' DOWN THE STREET

For GTA veterans the driving will feel a little strange. The motors handle lighter than a dry sponge and don't feel anywhere near as responsive as a Diablo or a Cheetah. Stick with it, though, and it becomes evident that True Crime is aiming for a twitchy control system that allows you to pull off ridiculous moves to take out bad guys.

You can draw your gun while driving and aim it wherever you want. Taking out a felon's tyres will slow them down, but if you want to be really fancy, scream past your target, jerk on the handbrake to turn 180 degrees and accelerate in reverse, pumping lead into the windshield of the car now facing you. That'll stop 'em!



Taking part in illicit street races earns you the pink slips for beasts like this



Squad cars will help you track down felons, like this prison bus hijacker

In America they do everything in their cars – eating, banking, shooting other drivers in the head...

The roar of this 1969 muscle car will result in loads of soiled criminal undercrackers

DIRECTIVES FOR OFFICER CONDUCT

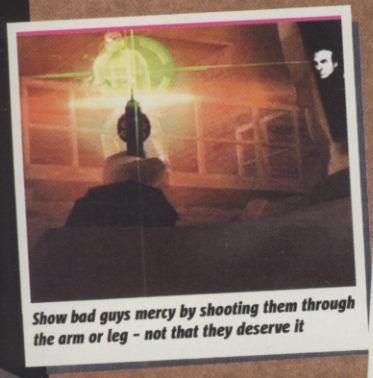
Policing the streets of LA isn't just about writing parking tickets and chewing donuts. There are some real nasty characters lurking in the shadows, and you'll need to decide what level of force is necessary to send them down.

Your approach to policing is recorded with a good cop/bad cop rating. Extra vigilance and by-the-book procedures will boost your rating, but busting a cap in a perp when they could be taken peacefully will mark you out as a trigger-happy renegade.

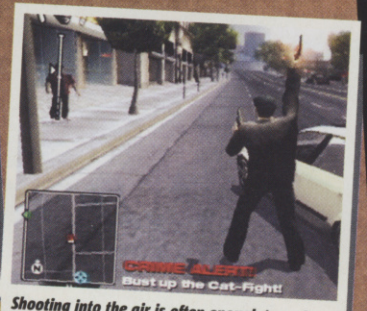
POLICE BRUTALITY

If you're dealing with a simple altercation like a mugging or a street fight then firing a couple of shots into the air should be enough to make the scum surrender. But if you're dealing with armed robbers or kidnappers then you'll probably have to bust some caps.

Enemies' bodies are split into five zones. Hitting a limb will take the perp down but keep him alive to enjoy the hospitality of Big Bubba in cell block B. Hit him in the head or torso and you'll stop them dead – it'll solve the crime, but will only earn you a stack of paperwork. So think before you aim before you shoot.



Show bad guys mercy by shooting them through the arm or leg – not that they deserve it



Shooting into the air is often enough to make perps surrender. What a bunch of wimps

He's surrendered, but it's so tempting... go on, bust a cap in his ass and teach him a lesson

Get yourself a bad enough rating and SWAT will turn up to shut you down... permanently

WEAPONS AND FIREARM OFFENCES

It seems like everyone's packing heat in LA – forget about those pussy non-lethal firearms and learn how to use your two nine-millimetres. Gunfights work with a targeting system somewhere between GTA and Virtua Cop. A yellow reticle appears over your nearest threat and you can switch targets using the analogue stick. If you hold the trigger you'll zoom in tight, with bullet-time kicking in for extra precision.

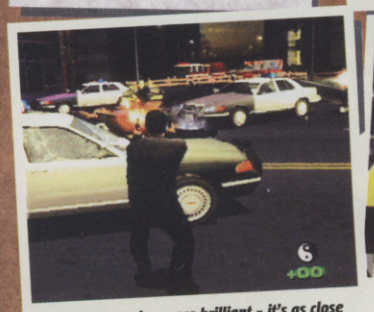
THROW YA GUNZ

When you find yourself in a full-on firefight you'll have to think fast and shoot faster. Diving lets you unload into your enemies while their bullets whizz past in slo-mo, and you can take cover behind pillars and walls as they splinter around your ears.

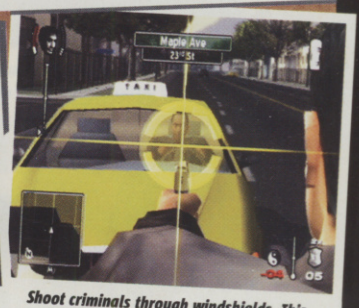
One mission sees you in an antique warehouse, taking cover behind ancient statues as Triad goons pump shotgun shells in your direction. It's like playing a super-stylish and ultra-violent action movie, written by Tarantino and directed by John Woo with you as the superstar!

Put a bullet in the right place and you'll catch the fuel tank, blowing up the whole car

Nick picks up weapons with his foot, Jackie Chan-style, and dumps empty ones Matrix-style



The action set pieces are brilliant – it's as close to being in an action movie as we've seen!



Shoot criminals through windshields. This carjacker's about to regret nicking that taxi

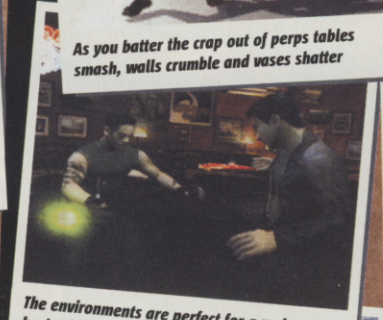
SELF-DEFENCE AND OFFENSIVE TACTICS

Nick's boots aren't just for walking the beat – stick one up a perp's asshole to get the information you need. You can punch, kick high and low, and throw goons around like ragdolls. When your opponent is stunned, entering simple combos results in an energy-sapping wallop to the face.

MOMMA SAID KNOCK YOU OUT

It's hugely satisfying and makes GTA's hand-to-hand scraps look like flapping girl fights. The characters duck, weave and shift their balance perfectly, and the fisticuffs always look like a choreographed fight sequence from The Matrix. Add in environments that disintegrate as the fists fly and you've got all the ingredients for a perfect fight pie!

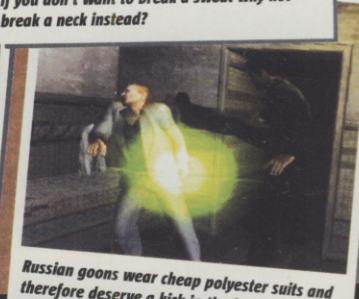
As you batter the crap out of perps tables smash, walls crumble and vases shatter



The environments are perfect for a ruck – this bar's about to get a destructive refurbishment

If you don't want to break a sweat why not break a neck instead?

The fights are incredibly cinematic, with cool locations and stuff going on in the background

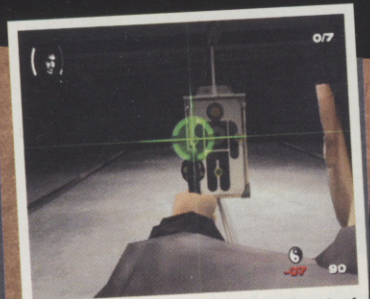


Russian goons wear cheap polyester suits and therefore deserve a kick in the face

OFFICER TRAINING

Nick's got some pretty smooth moves from the off, but a little bit of training goes a long way. As you rack up points by busting perps you can mosey on down to the shooting range or the driving simulator and trade them in for slick new tricks.

If it's your fighting skills that need battering into shape head down to one of the all-night dojos. At first you'll be beating up on dummies but pretty soon the sensei will want to challenge you. Show him your kung fu!



Learn how to shoot at multiple enemies, reload quicker and neutralise enemies at the range

Take a cruise around the driver training track to learn some sweet moves

You'll need to lay the smackdown on the sensei to gain new combat skills

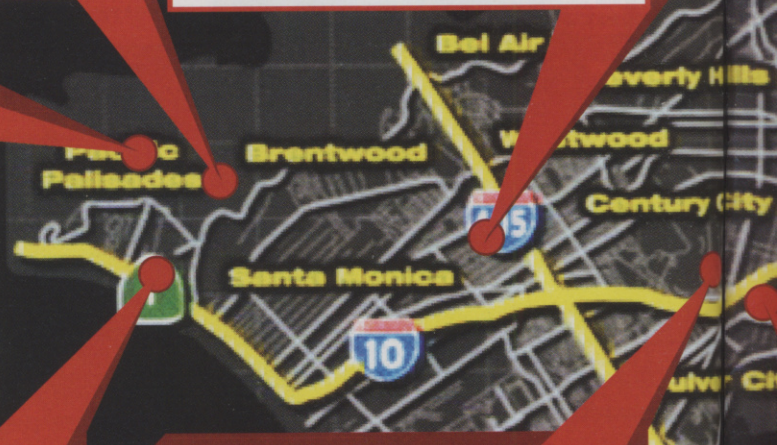
CITY OF ANGELS, HOME OF DEVILS

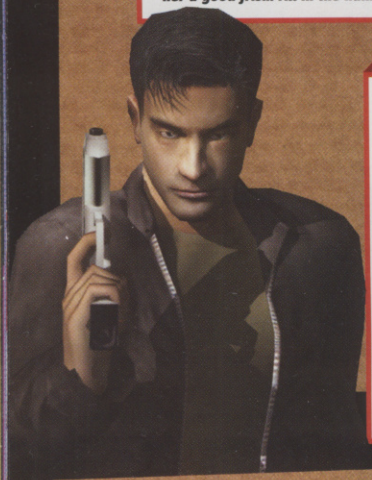
Take a long look. True Crime's LA is massive, and you can drive from the skyscrapers of the downtown area all the way to the Pacific Ocean without even the whiff of a loading screen. Check out these local sights and crime hotspots to get your bearings...

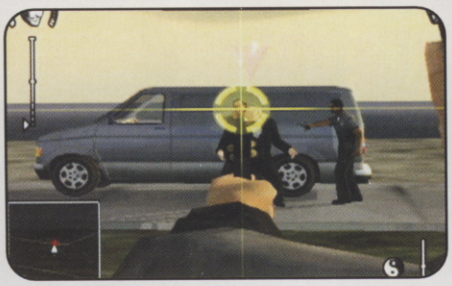
In Beverly Hills the houses are big and the egos are bigger. Go frisk the wealthy for Charlie outside their own front doors

Local pimp JJ Smooth has his girls work the beach front around Santa Monica pier. A little clean-up job for you

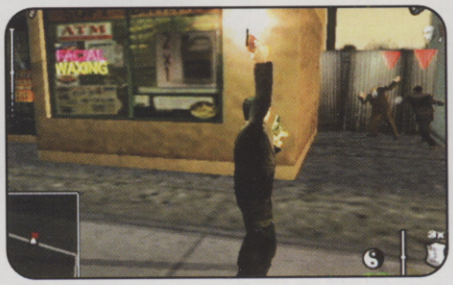
Sunset over the Pacific Ocean... Grab a Baywatch babe and give her a good frisk. All in the name of public safety, of course







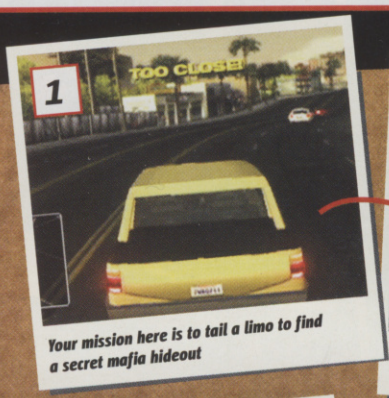
There are so many famous people living in LA that hostage situations are common. This dude's nabbed a Hollywood mogul



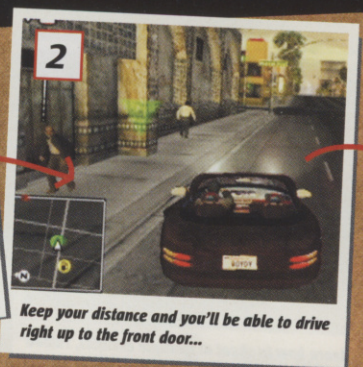
Sort out these boyz in tha hood and then stop by next door for some facial waxing – hey, a cop's got to look his best!

SOLVING THE CRIME – YOUR WAY!

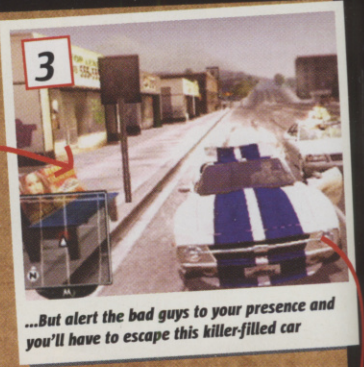
You're free to do as you choose in True Crime, but just like real life some things will come back and bite you on the ass. If you fail a mission the game doesn't stop to let you catch up – you've just dumped yourself deeper in the jobbie. You can clear up the missions you failed, but it's compelling to carry on and see how your LA story will work out. Here's an example...



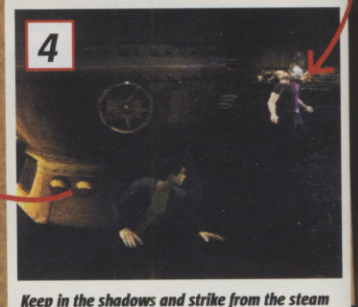
Your mission here is to tail a limo to find a secret mafia hideout



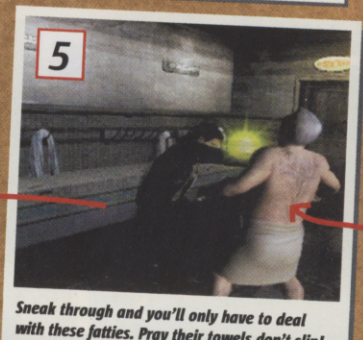
Keep your distance and you'll be able to drive right up to the front door...



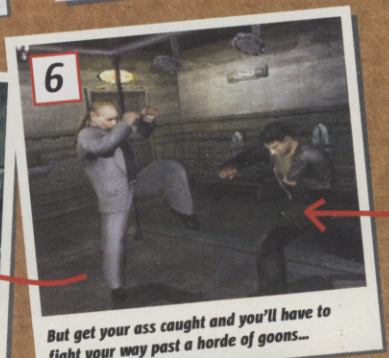
...But alert the bad guys to your presence and you'll have to escape this killer-filled car



Keep in the shadows and strike from the steam to keep your presence on the downlow

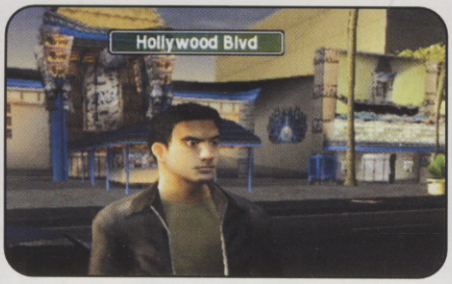


Sneak through and you'll only have to deal with these fatties. Pray their towels don't slip!

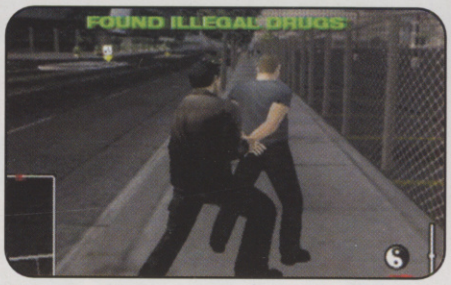


But get your ass caught and you'll have to fight your way past a horde of goons...

...To get to the pool. These guys will need more than a massage once you're done



Mann's Chinese Theatre on Hollywood Boulevard is a Los Angeles institution. Bust some of the scum hanging around



The downtown Staples Center. The LA Lakers play here so there's always lots of people milling around, including this junkie

The HQ of the Elite Operations Division is is where you'll get your briefings, and you can store motors in the impound garage

In LA the automobile is the king. If you want to get anywhere in less than three weeks you'll have to learn the freeway routes

Take a cruise along Grand Street. By day this area's full of businessmen; by night it's a haven of prostitution and junkies

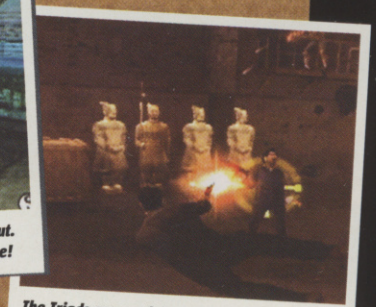
ORGANISED CRIME SYNDICATES

There's always something going down in LA, but sometimes you need to leave the petty stuff to the donut-munchers. Since Nick is a member of the LAPD's Elite Operations Division you're going to have to keep your eye on a bigger prize – taking down the Chinese Triads and the Russian Mafia.

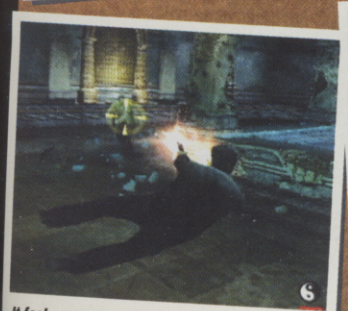
GANGBANGER

The real narrative of True Crime centres on you investigating a cartel being formed by the two factions. Worse, there are whispers in the shadows that General Kim, a genocidal warlord, and Ancient Wu, the supernatural leader of the Triads, are coming to town...

The Russian Mafia uses this spa as a hideout. They'll need to redecorate once you're done!



The Triads are much better equipped and motivated than street thugs



It feels awesome pounding bullets into bad guys as you dive in slow motion

On some levels you'll have to infiltrate buildings. If you're discovered, the investigation's toast!

The organised crime... highly trained assassins...

INCOMING

ACCESS ALL AREAS TO THE HOTTEST FORTHCOMING GAMES!

HOW CVG'S PREVIEWS WORK

ONLINE GAMING
Can you play the game online, against other gamers around the globe? Find out here

PUBLISHER, DEVELOPER AND RELEASE DATE
Who makes the game and when it's due out, to the best of CVG's knowledge

PLAYERS
How many people can play. If anything from one to 32 can join in, we'll put 32

IN A NUTSHELL
A brief summary of what the game is like. If it's an update and CVG has already previewed it, we'll also sum up stuff we've said before

FORMAT
The console we played the game on is highlighted red, but other formats it's coming out on are listed too

WEBSITE
Want more info, more screens and maybe even see it in action? Visit this URL

THE BEST PICS
See exactly how good (or bad!) the game looks with CVG's sweet-as screenshots

INFO OVERLOAD!
What it's like to play, how it compares to other games and whether it's any good

CVG OPINION
What we thought of the game, no matter what stage of development the it is at

WE LOVE
The good things we like about the game so far

WE HATE
The things we'd really like the developer to avoid including in the final game

WHAT THE EXCITE METER™ MEANS
You can tell how excited CVG's experts are about the game being previewed simply by looking at the Excite Meter! Easy, huh?

Zzzzz... | Tingling | Mmm... | Yes! | OH BABY!

CVG OPINION: It's looking promising as long as the developer remembers to pay special attention to those dodgy AI routines! Otherwise this is coming along nicely **Mike**

WE LOVE
- *Pretty explosions*
- *Brilliantly violent set pieces*
- *Strong soundtrack*

WE HATE
- *The heroes are quite scarce*
- *No online option... yet*
- *Lack of blood*

EXCITE METER

■ PUBLISHER
ACTIVISION
■ DEVELOPER
ACTIVISION
■ OUT: DECEMBER 25

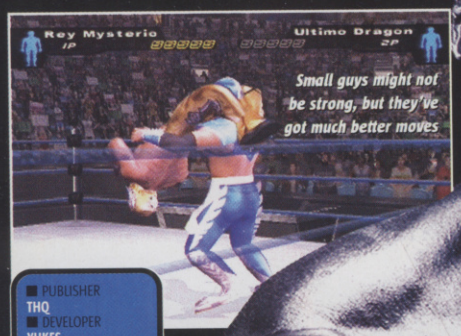
x16

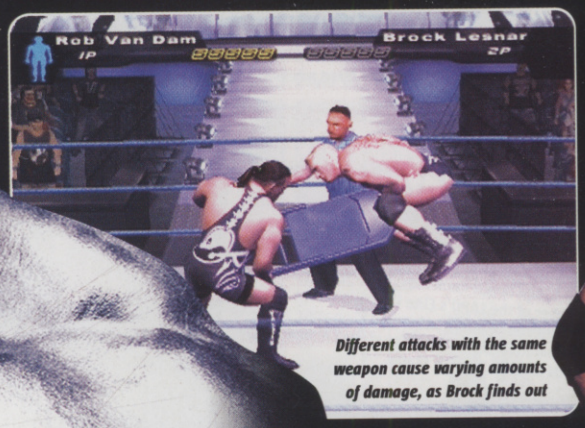
IN A NUTSHELL

Hotly anticipated, super-realistic, sneaky covert-ops sequel to last year's first-person shooter. The team-orientated multiplayer mode encompasses a wide variety of objective-based missions.

GAMECUBE
XBOX
GBA

WWW.ACTIVISION.COM





■ PUBLISHER
THQ
■ DEVELOPER
YUKES
■ OUT: NOVEMBER

x6

IN A NUTSHELL

The fifth game in the successful SmackDown! series pushes the boundaries of what we've come to expect from our favourite wrestler. Here Comes The Pain boasts new matches, wrestlers and improved graphics. Most importantly, the wrestling side boasts the biggest upgrade. Sweet!

WWW.THQ.COM

UPDATE!

SMACKDOWN! HERE COMES THE PAIN™

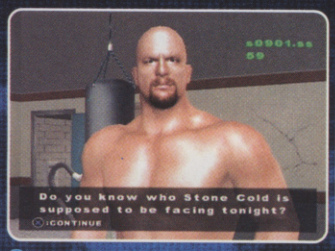
For anyone thinking that the SmackDown! series is rushed out for Christmas each year, here's your wake-up call.

Here Comes The Pain drives the franchise forward with gameplay improvements fans have been dreaming about since the series debuted on PlayStation.

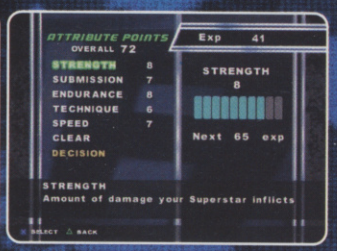
There's also the usual host of additions we've come to expect. There's the obligatory updated roster of wrestlers that now boasts new signings Rey Mysterio, Scott Steiner, Goldberg and even newest of the new, Ultimo Dragon. New match types are thrown into the mix featuring an impressive Elimination Chamber, Bra and Panties (for the ladies) and as the wrestlers are now allowed to bleed, we also get First Blood matches.

SEASON'S GREETINGS

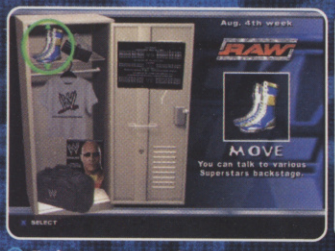
Our favourite aspect of the new Season mode is how challenging and addictive it is. Your selected wrestler starts a season with very basic attributes. By winning matches you earn attribute points and dollars. Use the attribute points to build the ability of your wrestler, and spend the dollars on unlocking stuff – it's that simple. Interaction with other wrestlers can earn you more attribute points and also Superstar points. The latter represents your popularity, and you'll need to build this up if you want to compete in the big matches.



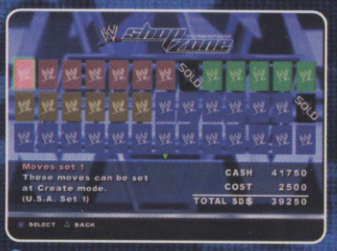
Ooh! It's Stone Cold and he's talking to US!



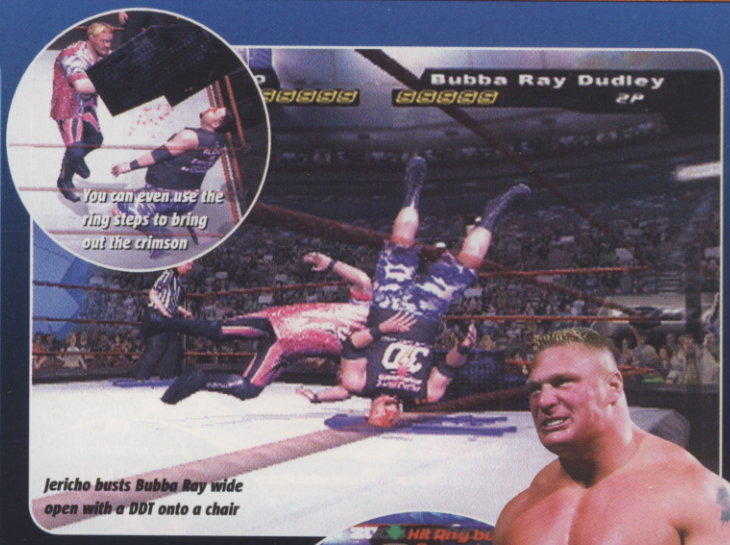
Win matches and you improve your abilities



Navigate your career from a magical locker!



Use your dollars to unlock lots of new stuff



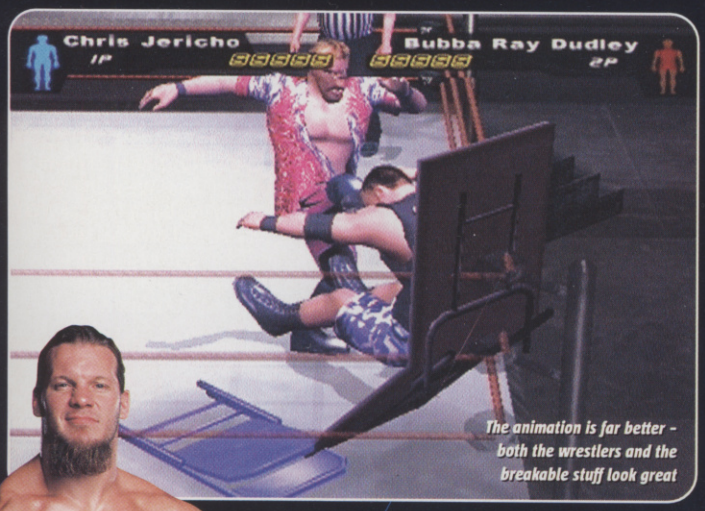
Each wrestler is now graded on five attributes: Strength, Submission, Technique, Speed and Stamina. These affect the way each individual wrestler plays. Big guys like Kane, Nash and Undertaker now knock you down with one huge punch. Chris Jericho or Kurt Angle may not have as much strength, but their high Submission rating allows them to force opponents to give up.

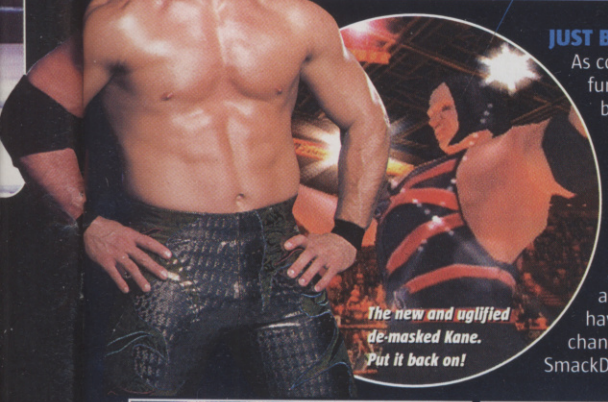
Referee Earl Hebner really likes what he sees

Importantly, weight detection has been added so smaller wrestlers can no longer use their array of moves on the heavyweights. You won't see Trish Stratus lifting Big Show over her head anymore – she might attempt it, but she'll be left with egg on her face.

HURTS DON'T IT?

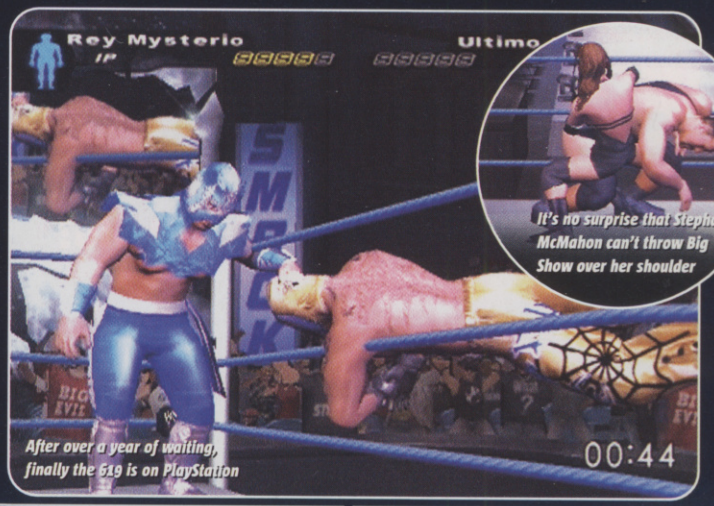
Also new to the Smackdown! series is location-specific damage. You can now work on individual areas of the body to inflict an injury on your opponent. This





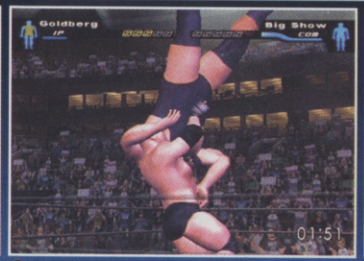
JUST BRING IT

As cool as Mysterio is, or as funny as ripping skirts and blouses off the female wrestlers can be, our favourite Smackdown! improvement is in the ring of pain itself. The matches now feel far more real, and a number of awesome new elements have brought a vital change in the way SmackDown! plays.

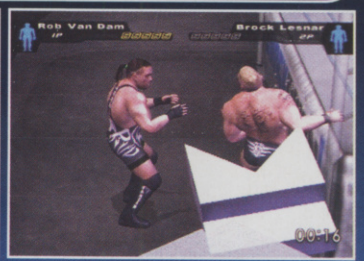


The Rock tries to get Brock to fall for that old 'pull my finger' routine – what's he like?

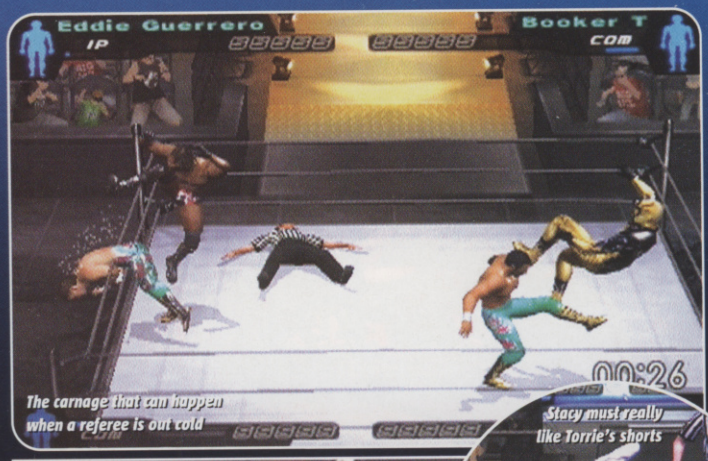
What's Torrie covering up for? We've seen it all before. Bit late to come over all modest, love



Goldberg shows that with his strength he can still Jackhammer Show – that's gonna hurt!

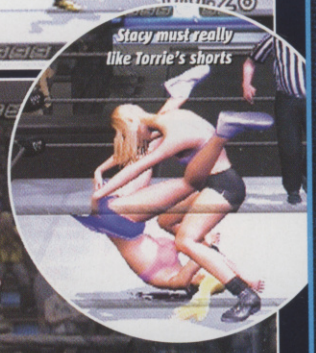


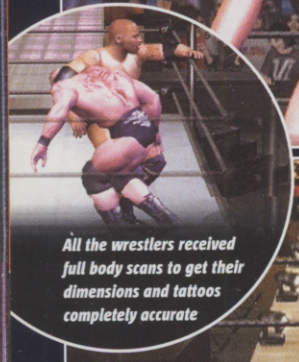
Brock gets injured by some lovely polygons. It's a dangerous game, and that's the truth

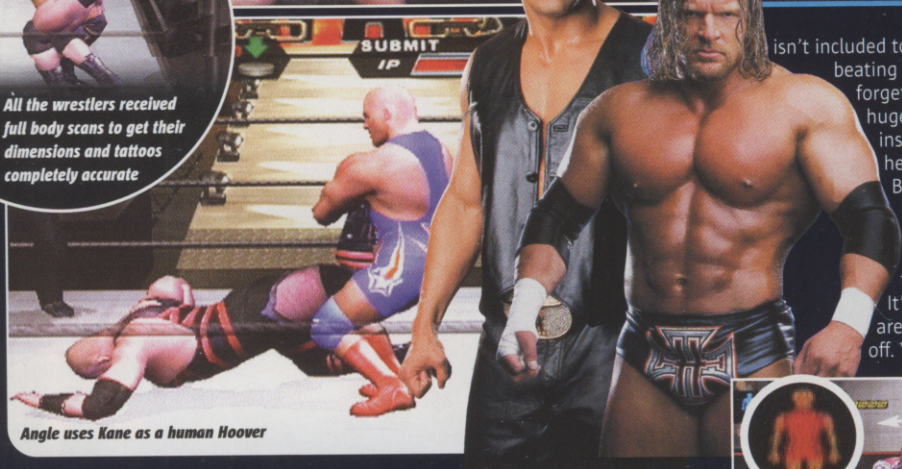


The carnage that can happen when a referee is out cold

The ladies do a spot of ballet dancing between throws. Very pretty


Stacy must really like Torrie's shorts


All the wrestlers received full body scans to get their dimensions and tattoos completely accurate

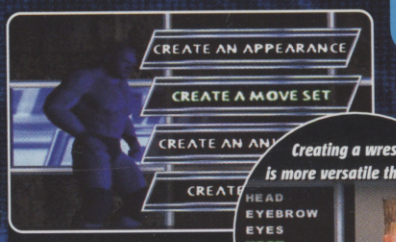


Angle uses Kane as a human Hoover

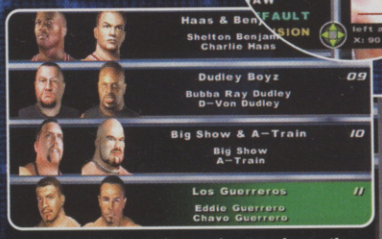
GO CREATE

As always, the game's Create area has been greatly expanded, with the Create-A-Wrestler boasting more parts than ever.

For years fans have been screaming at THQ to add a Create-A-Move mode so you design your own unique attacks and finishers and guess what – it's in! Well, upon closer inspection actually it isn't. Sneakily, the Create-An-Entrance has been renamed Create-A-Move, our hopes dashed once again.



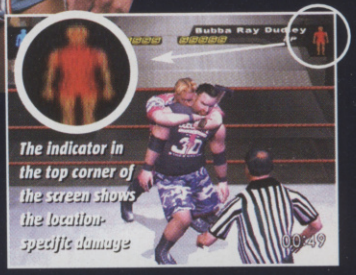
Fans have wanted Create-A-Move for ages, but not this!



If you don't like certain wrestlers teaming up then change the stables – you're the boss

You just wait – in a month we'll have the little freak looking halfway decent

isn't included to give them a beating they'll never forget, but it plays a huge tactical part. For instance, inflict heavy damage on Booker T's legs and he won't be able to use his array of kicks or even his trademark finisher. It's not that his kicks are simply switched off. You'll see him attempt them but wince in pain and pull up. Injured limbs are also more vulnerable to submission moves. Suddenly this game looks and acts a lot more real.



The indicator in the top corner of the screen shows the location-specific damage

A new grappling system with strong, quick, submission and trademark moves allows for greater variety. Reversals are no longer a one-button press. Instead you must reverse both grapple and strike attacks through specific buttons. If you've got cat-like reflexes you can also reverse finishing moves, and if you really want to show off, you can steal an opponent's finishing move, giving them a taste of their own medicine!

But that's not all. Not even close. Taking a leaf from Legends Of Wrestling, an assortment of former greats are included. We won't spoil the surprise here, but a host of WWE legends are locked away as rewards. Each has been captured in their prime and if you regularly watch WWE Classics on Sky Sports you're in for a treat.

TELL US A STORY

The all-important Season mode along with everything else in the game has also been revamped. Wandering the backstage areas has gone – phew! Recreating the big WWE storylines of the past year has almost been ditched. We now get more original storylines from the WWE television writers, so you never know what's around the corner.

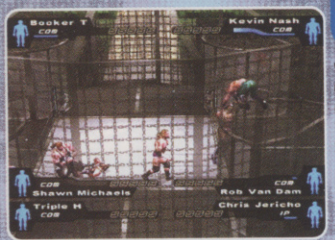
But the big TV moments of last year aren't entirely gone. There aren't so many of them, but from playing the game loads we've spotted a few. These include the introduction of the Elimination Chamber, feuding with Eric Bishoff and facing him in a steel cage match. There's even Scott Steiner and Triple H having their bodybuilding contest.

If you want to know more make sure you're back next month – we'll have a full review!

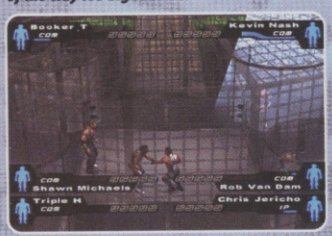
IT'S TOO BIG!

We love the addition of the Elimination Chamber, but it seems that someone can't read plans very well – the Chamber is a little different to how it first appeared at Survivor Series.

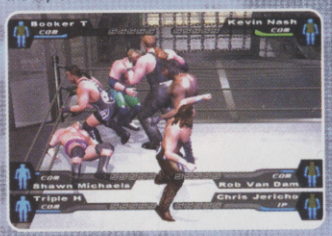
The trouble is with the four chambers surrounding the ring. They're too big! In the real one, each booth was just big enough to fit a wrestler in – in the game you could hold party in each one. THQ claims that it's a deliberate change to allow you to jump from the top of each chamber... we're still not sure.



Jericho is about to be thrown from the top of the way-too-big chamber



When the light goes out another chamber is opened. That one's huge as well



Once all the men are out of their pods the Elimination Chamber can get quite confusing

CVG OPINION

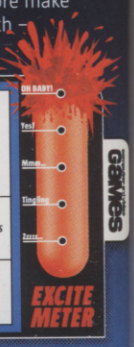
Finally... the SmackDown! series tries to push the boat a little further. New features and improvements where it really matters – in the ring! **Alex H**

WE LOVE

- Really feels like wrestling
- Location-specific damage allows you to enter a world of hurt

WE HATE

- No online play – yet!
- No 'proper' Create-A-Move mode – despite our pleas



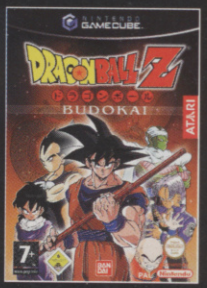
FIRST, YOU MUST FOCUS.

NOW YOU CAN FIGHT ON GC

ATARI

DRAGON BALL Z

BUDOKAI



BANDAI

NINTENDO GAMECUBE™

© 1989 Bird Studio/ Shueisha, Toei Animation. © Bandai 2003.
Distributed by Atari Europe S.A.S.U. ATARI and the ATARI logo are registered trademarks of Atari Interactive Inc. Nintendo ®, GameCube ™ are trademarks of Nintendo Co. Ltd. All rights reserved.

ARMED AND DANGEROUS

The little brown creatures are called Twigletts, but they're not edible

- PUBLISHER ACTIVISION
- DEVELOPER PLANET MOON
- OUT: FEB 2004

ONLINE GAMING

IN A NUTSHELL

Four infamous wise-cracking thieves take some time off to help rid a land of a nasty king, resulting in a squad-based caper light on strategy but high on mindless violence.

XBOX BIG CD FROM

WWW.LUCASARTS.COM

Do you remember when dialogue in games was so corny that when a character said something like, "Thargol, you are a really bad man and I will kill you now to avenge my grandfather's broken knee," you winced so hard you nearly split the skin around your eyes? Those days are passing, and it's games like Armed And Dangerous erasing the painful memories.

Armed And Dangerous is part of a new breed of games, where as much attention is given to the characters and what they say, as to what you do in the game. It's a light-hearted, constantly wise-cracking romp in the vein of Brute Force, where four ker-razy characters come together to produce an orgy of side-splitting comedy while spraying all and sundry with amusing ordnance.

MACHINE GUN ONE-LINERS

Action is served up at breakneck speed with barely a pause, except to hear one of the gang fire off a one-liner. Take Q1-11, the toffee-nosed bot who, in the midst of battle, asks whether anyone fancies a cup of tea. Or the moment when a fallen comrade asks whether he should be worried if he can't feel his legs.

The comedy rollercoaster isn't limited to verbals; there are visual gags too, whether it's blowing up penguins, or using sheep as target practice. In fact, we found loads of things we could blow up, from trees to houses, usually resulting in goons being launched into the air with their legs flailing madly.

LIKE THE A-TEAM

And then there are the comedy weapons like the scorching Vindaloo Rocket Launcher and our favourite, the Topsy-Turvy bomb, which momentarily turns the world upside down, sending enemies hurtling into the air before gravity pulls them back down at Mach Two. So you get the idea — it's A-Team for the 21st century.

The Topsy-Turvy bomb turns everything upside down — clearly a work of absolute genius

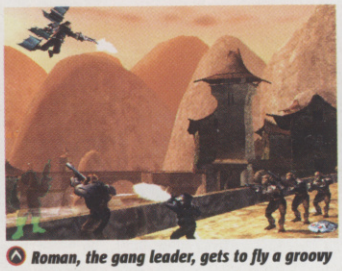
There's a great sense of scale in the game

No it's not skydiving, it's the aftermath of an explosion

A KNOWING HUMOUR

In the US, Armed And Dangerous is published by Star Wars' publisher, LucasArts — famous for tongue-in-cheek games like Monkey Island and Grim Fandango.

And in a 'wink, wink, aren't we clever' moment, A&D takes the mickey out of the moment in The Empire Strikes Back where Han Solo cuts open a dead Tauntaun to keep Luke warm. In Armed And Dangerous, Q1-11 decides on a similar tactic, except he puts a dying comrade up the butt-hole of a beast — only this one isn't dead yet!



Roman, the gang leader, gets to fly a groovy jet pack over some orange mounds. Cool

The gang are an oddball bunch, but hey — they love each other!

Is it an extraordinarily explosive bum trumpet? Only time will tell

CVG OPINION

There's no doubt the funny bits are funny, or that the action bits are action-packed. But does the glitz and humour mask a rather average shooter? **Rich**

WE LOVE

- Wise-cracking humour
- Controls are spot on
- Nice variety of environments

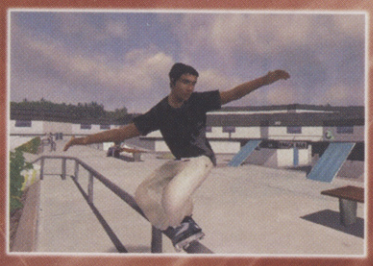
WE HATE

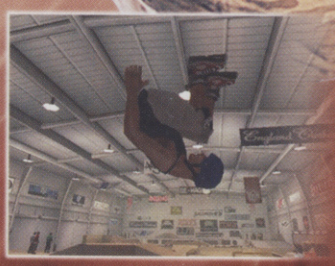
- The funny phrases are over used
- Not enough save points
- A bit of gameplay repetition

Rolling

"THE REAL DEAL"
Jon Julio

FEATURING: cesar mora/fabiola da silva/jon julio





AVAILABLE
OCTOBER 24

SALOMON

www.sci.co.uk

PlayStation.2

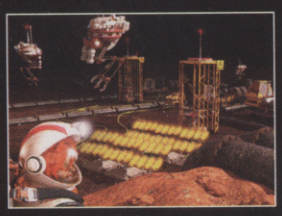
XBOX

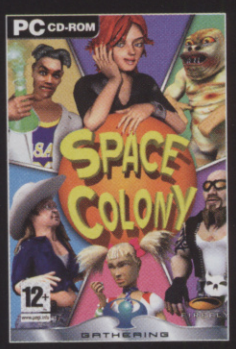
SCi GAMES

Rolling © and trademark 2003 SCi Games Ltd. Developed by Indy Games Ltd. All Rights Reserved. PlayStation and the Family logo are registered trademarks of Sony Computer Entertainment, Inc. Microsoft, Xbox and the Xbox logo are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries. All Rights Reserved.

A COLONY TO BE BUILT.
MONEY TO BE MADE.
20 MISFITS TO MANAGE.

WELCOME TO LIFE BEYOND THE STARS!





SPACE COLONY - A SIM WITH REAL PERSONALITY!

12+ www.pegi.info

GATHERING

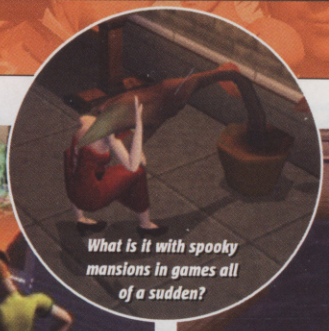
www.spacecolonygame.com

FIREFLY STUDIOS™

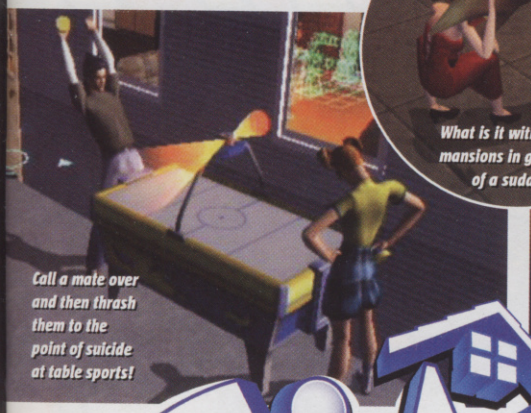
PC CD

© 2003 Firefly Studios Ltd. Space Colony, Firefly Studios and the Firefly Studios logo are trademarks of Firefly Studios. Gathering, the Gathering logo, Take Two Interactive Software and the Take Two logo are all trademarks of Take Two Interactive Software. All other trademarks are properties of their respective owners. Developed by Firefly Studios. Published by Gathering. All rights reserved.

A TAKE-TWO COMPANY



What is it with spooky mansions in games all of a sudden?



Call a mate over and then thrash them to the point of suicide at table sports!

Missions will involve your Sim working these power poles without getting frazzled

The Sims Bustin' Out

Who'd have thought a game where people sit and read would be such a hit?

Make like a Seventies pimp and turn your pad into a playboy's playground

- PUBLISHER EA
- DEVELOPER MAXIS
- OUT: DECEMBER 5

IN A NUTSHELL

The first console update of The World's Most Popular Game™ gives you loads of new features, items and environments to play with, and a more refined simultaneous two-player split-screen game to enjoy.

XBOX GBA GC

WWW.EAGAMES.COM

All of these new Sims games and updates seem to us a lot like getting the new Argos catalogue. All of your favourite household items reappear, just slightly repackaged.

That's not to say there aren't a whole bunch of cool new products and features in each updated version, it's just that you pretty much know what to expect. Bustin' Out doesn't buck this trend, but at least it features some of the coolest new additions yet seen in a Sims game.

BUSTIN' BALLS

Bustin' Out is all about getting your Sims out of the house. There are a bunch of locations to muck about in, and each environment features different challenges. One example sees you journeying to the secret lab to train your character to carry out crazy experiments without getting frazzled.

You can also buy vehicles to help your Sim get about, which range from funky scooters to dune buggies and sports cars.

Essentially, the game plays in a similar way to the last console version, with more of a sense of purpose than the PC games.

If you love all things Sim, then this is sure to cause you intense physical pleasure. But it's fair to say that non-Sims players (all 14 of them) probably won't give a rat's ass. Fair play. CVG

Feel the chill touch of Death on your digital life journey

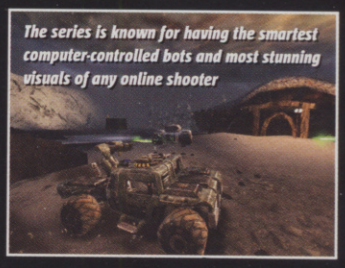
New for Bustin' Out are location-specific items like these pod beds

CVG OPINION The Sims is so established you probably already know if you're gonna get this console update. But remember, The Sims 2 is just around the corner... Lee

WE LOVE
- Crazy locations and items
- Save up money to buy cool cars!
- Use your old Sims

WE HATE
- It's essentially more of the same
- Still fairly slow-paced action
- It's not online

EXCITE METER



The series is known for having the smartest computer-controlled bots and most stunning visuals of any online shooter

- PUBLISHER ATARI
- DEVELOPER EPIC GAMES
- OUT: NOVEMBER 21

ONLINE GAMING x32

WWW.UNREALTOURNAMENT2004.COM

UNREAL TOURNAMENT 2004

Shooting people in the head will always be one of life's great pleasures (well, in games, anyway), especially when you know one of your mates is at the receiving end. Get your trigger finger ready then, as the next big word in head-shooting multiplayer action is just around the corner.

Unreal Tournament 2004 is probably the most complete online shooter package ever. All the content from last year's model (UT 2003) is to be included in the new version, as well as loads of new maps, characters, weapons, game modes and – most significantly – vehicles.

We've been putting an almost-complete version through its paces this month, and it's looking mighty smart. The new Onslaught mode is especially cool, using vehicles like tanks, buggies, trucks and hover-scouts in a frenzied team-based battle to destroy the enemy's power core. And now you can even give voice commands to bots. We'll have a full review of this stunning PC-only shooter next issue. CVG

It's basically an update of UT 2003, but will be a full-price release

If you've got a headset and mic, you can now give your bots voice commands

WE LOVE
- Now you can use vehicles
- New Onslaught mode's cool
- Looks absolutely blinding

WE HATE
- Not much new content
- No good without broadband
- No Xbox version

EXCITE METER

DRAGON BALL Z BUDOKAI 2

Goku's pummels Raditz with his Dragon Fist. Thirty-eight hits? Now that's a combo!

KI COLLISION!

The most powerful energy moves can only be cancelled out by an equally strong beam. The massive meeting of energies causes an explosion of light! How good is that?

Gohan unleashes a Kamehameha as Kid Trunks fires off his Buster Cannon. This could be spectacular...

...The two colliding energy forces explode in a flash of blue light! That's a new kind of electricity

- PUBLISHER ATARI
- DEVELOPER DIMPS
- OUT: NOVEMBER 14

ONLINE GAMING

IN A NUTSHELL

Mental fighting game that should finally do justice to the ultra-exciting animated series. Thirty-four crazy characters from the show and a new Dragon World quest mode.

WWW.ATARI.COM

Since we love you so much we're going to be honest. We were a bit unsure about this whole Dragon Ball thing. Sure, the TV show is the most hyperactive thing on the box, but so far the games have been more bogey-headed Saiman than Super Saiyan.

Budokai 2, however, looks like it's going to inject an overdose of Ki into the series. We approached it with caution, and after battering each other senseless with Kamehamehas and Death Waves we staggered away bruised but buzzing.

Squeaky-voiced bad guy Freiza feels the full force of Goku's uppercut

FIGHT WITH LIGHT

Okay, Budokai 2 might not have the realistic fighting system of Virtua Fighter, or the polished slickness of Tekken, or even the bouncing boobies of Dead Or Alive, but it has enough personality to make them all look like that loser kid at school who no one likes.

First up, the cel-shaded visuals and colourful fighting environments look brilliant. There's not much detail, but everything looks like it's streaming straight from the animation cels of the TV show. There are loads of

WIGGLE WIGGLE!

Some special moves require you to charge up your energy by bashing buttons or wiggling the analogue stick, like Kid Trunks' energy missiles.

Wiggle the stick with all your might and Kid Trunks channels his energy...

...then unleashes it in a scorching flurry of energy projectiles! KRRRRZACK!

KAMEHAMEHA!

The fighting works on a pretty basic system. X is guard, Square punch, Triangle kick, and Circle unleashes your Ki energy moves.

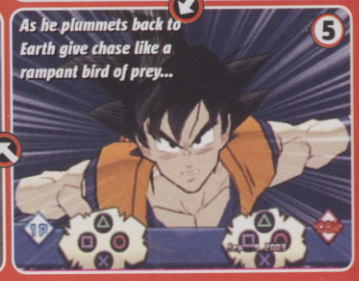
By chaining combos of these button presses you can perform some spectacular attacks. Check out Goku's moves!

First soften up Vegeta with a flurry of powerful punches...

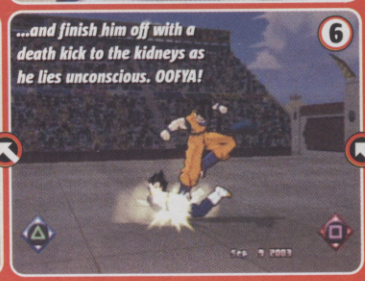
...then charge up your Ki to unleash a blistering Kamehameha blast!

ZAAAAAP! Vegeta takes the hit and spirals skywards...

...but he's not getting away that easy! Track him down mid-air and batter 'im!

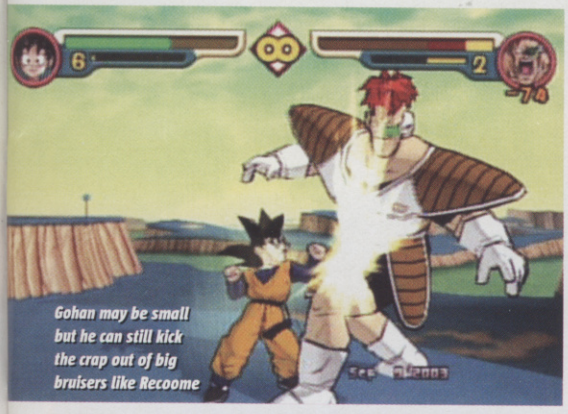


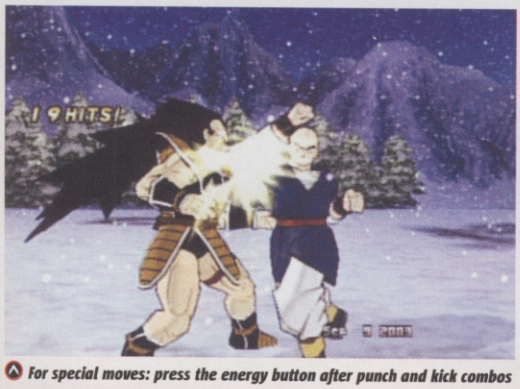
As he plummets back to Earth give chase like a rampant bird of prey...



...and finish him off with a death kick to the kidneys as he lies unconscious. OOFYA!

There's absolutely no chance he's getting up from that!



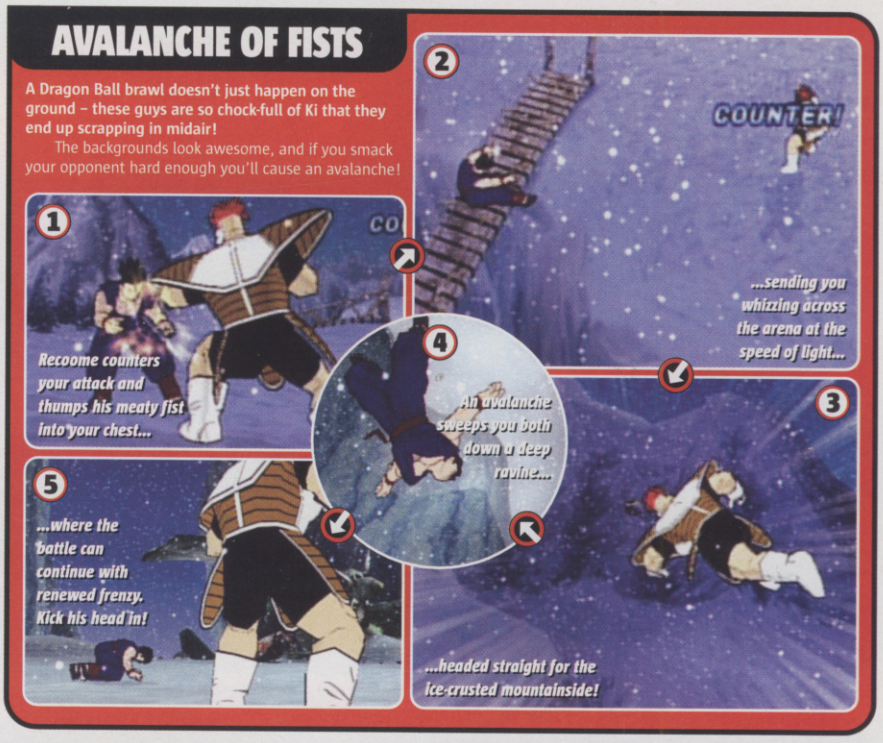


For special moves: press the energy button after punch and kick combos

AVALANCHE OF FISTS

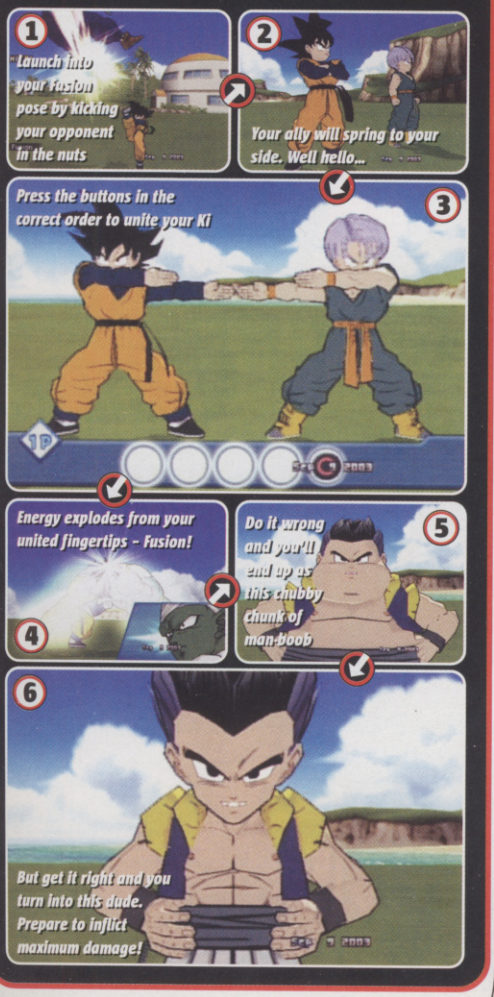
A Dragon Ball brawl doesn't just happen on the ground – these guys are so chock-full of Ki that they end up scrapping in midair!

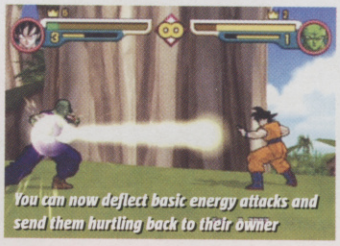
The backgrounds look awesome, and if you smack your opponent hard enough you'll cause an avalanche!

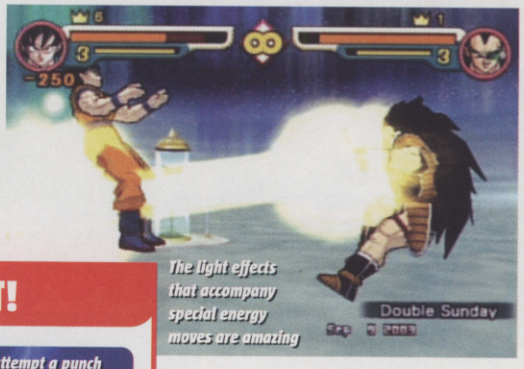


FUSION POWER!

When your Ki is flowing high you can combine your powers with an ally to create the ultimate fighting machine! Bust out your Fusion pose and prepare to really kick some butt!

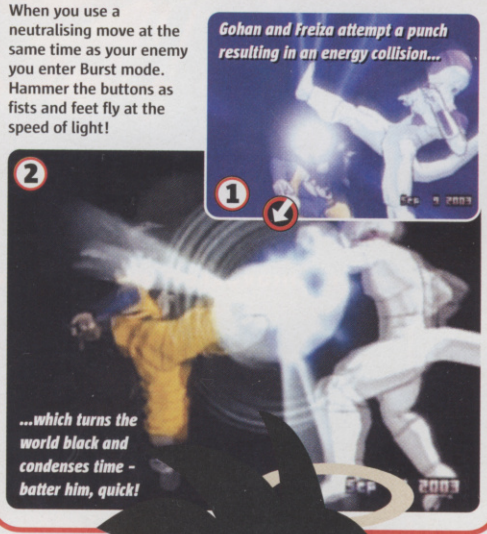






ENERGY BURST!

When you use a neutralising move at the same time as your enemy you enter Burst mode. Hammer the buttons as fists and feet fly at the speed of light!



varied backgrounds, and you can smack your opponent into mountains and buildings, opening up new areas.

Then there are the moves. Nothing we've ever seen in fighting games has made us pause, gape goggle-eyed at the madness unfolding on screen. They are totally, utterly mental, and we love them.

And to add a bit of depth there's a new Dragon World mode, where you take control of Goku and embark on a quest to recover the seven Dragon Balls. There are new abilities to learn, classic enemies to meet and defeat, and old friends to help you in your quest.

Dragon Ball Z Budokai 2 could be one of the most exhilarating and entertaining beat 'em ups ever. We're off to spike up our hair Goku-style and develop our Ki – you should take a look at the screens to prepare you for next month's verdict.

CVG OPINION

With its colourful graphics, crazy cast of characters and unbelievable moves, this could give the fighting genre a good kick in the Dragon Balls. **Graeme**

WE LOVE

- Insanely colourful
- Wickedly outrageous moves
- Visuals straight from the TV show

WE HATE

- Confusing for newcomers
- Some arenas a bit bland
- Could turn out to be TOO basic

THE LORD OF THE RINGS

THE RETURN OF THE KING

- PUBLISHER: ELECTRONIC ARTS
- DEVELOPER: ELECTRONIC ARTS
- OUT: NOVEMBER 7

ONLINE GAMING

IN A NUTSHELL

Hack and slash sequel in EA's two-part, fully licensed take on the Jackson movies. Drawing from the second and third movies, ROTK tries to deliver more of everything that made Two Towers more popular than man-flesh at an orc fondue party.

XBOX GC PC

WWW.EA.COM

UPDATE!

Come December 17, a vast darkness will once more spread across the land. The enormous beardiness of Peter Jackson's final Rings movie will cast its shadow far and wide, and half the country will scuttle to cinemas instead of Chrimble shopping. And lo, the EA videogame of the movie shall be bigger than God, and heralded as The Greatest Movie Game Ever. Until someone announces Kill Bill for PS2 next year. In two parts, of course.

Truth is, after spending a few hours playing Return Of The King, it really is looking better than The Two Towers. There are more playable characters and parallel storylines, far more interactive and explosive environments (you can smash buildings up!) as well as some nice tweaks to the RPG-lite fighting system. And it's all woven together with plenty of FMV from the movies and voice acting by the stars themselves. The graphics are noticeably better too, and it comes with co-operative play. See for yourself... CVG

SH... SH... SHELOB!

Well, about 300 miles in that direction, up a long staircase and down a dark passage you'll find her. But she is definitely in the game as a boss, and while we've even seen her in the official movie trailer, we can't show you screenshots of her since EA's not handing out preview code like it did for Two Towers. Bah.

SUPER, SMASHING, GRATES

To ensure the game releases on time, EA has decided not to include online co-op play for Europe. Offline co-op is in, but frankly this omission still grates like a chain-mail G-string. So to make up, CVG's spared no expenses to bring you Gimli Darts™. Cut out the heroic dwarf and toss him at the board. Last one to score an EA has to buy us all ROTK on import.

NOT TO BE CONFUSED WITH...

Look at the Uruk-Hai. Confusing, isn't it? So realistic are these officially licensed Games Workshop figurines, we mistook them for official new screenshots. This is why videogames rule.

LOTR: never knowingly under-licensed. Did we mention EA's new LOTR strategy game?

ARTISTIC LICENCE

Depending which of the former Fellowship heroes you choose to play as, you'll come across gameplay and scenarios that indicate some significant departures from the plot of the books. Since EA's licence is based on the movies, presumably this offers a tantalising glimpse of what's in store.

So now Aragorn has to actually fight the tortured souls of the long-dead traitors in the Paths Of The Dead before they follow him to honour their ancient pledge, and also the Tower Of Cirith Ungol is still swarming with orcs which Sam must fight or sneak past to rescue Frodo.

EXCLUSIVE REVIEW*

This lovingly moulded polypropylene creation cleverly combines aesthetic considerations on the outside with functionality on the inside. Should appeal to box lovers without deterring the plastic container hardcore.

8 OUT OF TEN

** Of The Return Of The King Box, since we're not allowed to review the actual game until after it goes on sale*

SHAPE OF RINGS TO COME?

In America EA has released a free 80-meg ROTK demo months ahead of the main game. Downloadable online (or buy our sister mag PCZONE this month), it raises prospects for future multi-format games.

Assuming EA resolves any differences with Microsoft over Live! and Sony sorts out PS2 online, how soon could we see EA or any major publisher offering home console owners free playable demos of their biggest Xmas titles via download so we can try before we buy? Trial version of Half-Life 2 on Xbox anyone?

CVG OPINION

If you loved EA's Two Towers, ROTK shouldn't disappoint. Solid as a rock troll's turd, this one's heading straight into the Christmas top ten. **Pete**

WE LOVE

- *Seeing movie content first*
- *True to the movie feel*
- *Concurrent story paths*

WE HATE

- *No online play for Europe*
- *Having to review it AFTER release*
- *Beards. They itch*

KOEI

www.koeigames.com

XBOX

PlayStation.2

STRENGTH. COURAGE. DESIRE.

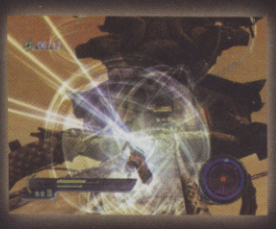
"An absolute must for fans of strategy" PSM2

- Play over 50 stages across 17 unique maps
- Giant seige engines: battering rams, catapults, and bridge layers
- Fierce new one-on-one duels
- Create your own officers and bodyguards
- New character-specific special attacks
- Brand-new Weapon Upgrade System
- Kingdom Play! Select a new general for each stage in Musou Mode
- 3 brand-new officers for over 40 playable characters

DYNASTY WARRIORS 4

Available on Xbox - November 2003

Crimson Sea



Available now

XBOX

The KOEI logo is a trademark of KOEI Co., Ltd. in Japan and/or other Countries. Dynasty Warriors 4 is a trademark of KOEI Corporation and KOEI Co., Ltd. ©2003 KOEI Co., Ltd. All rights reserved. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft Xbox and the Xbox Logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S and/or in other countries and are used under license from Microsoft. KOEI Ltd, Unit 209a, The Spirella Building, Bridge Road, Letchworth Garden City, Herts, SG6 4ET, Tel: 00 44 1462 476130, Fax: 00 44 1462 476135

SONIC HEROES

■ PUBLISHER SEGA
■ DEVELOPER SONIC TEAM
■ OUT: DECEMBER 5

XBOX GC

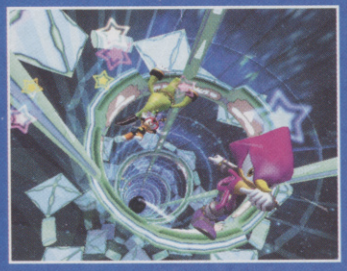
ONLINE GAMING

WWW.SEGA-EUROPE.COM

One of the good things about Sega's sad decision to pull out of making consoles was that it was free to sow Hog oats across all platforms, and this is the first fruit of that spikey seed. The atmosphere and styling is very Sonic, but the main new hook is that you now control one of four three-strong teams, solving puzzles and careering across the massive levels by switching between heroes to use their different abilities.

These boil down to Speed, Power and Flying, whichever team you choose, and while burning up sections of the 14 levels as Speed heroes like Sonic gives you that familiar rush, the other abilities break up the pace. Of course, you can also expect multiple modes, unlockables and LOTS of pick-ups. In some less enlightened parts of the world, a Sonic game on Xbox and PS2 (ie not a Sega or Nintendo system) would still be considered a crime, but we're delighted to see the speed freak reaching a wider audience.

Spreading your team out will let you snaffle more pick-ups. Try different formations to solve the trickier puzzles



Teams Sonic, Dark, Rose and Chaotix each have their own storylines and stages

WE LOVE
- Past games' camera woes seem sorted
- The Hog is back!

WE HATE
- We've waited so long for a truly multiformat Sonic game
- Will it be different enough?

EXCITE METER: OH BABY! / Yes! / Mmm... / Tingling... / Zzzz...

cvg games

LEGACY OF KAIN DEFIANCE

■ PUBLISHER EIDOS INTERACTIVE
■ DEVELOPER CRYSTAL DYNAMICS
■ OUT: NOVEMBER 30

ONLINE GAMING

IN A NUTSHELL

Kain and Raziel together at last! Fifth instalment in the blood- and soul-sucking series features the two antiheroes as playable characters in the same game for the first time.

XBOX

WWW.LEGACYOFKAIN.COM

UPDATE!

Even the great gaming sagas need a shake-up from time to time. Although the spectacular Soul Reaver 2 was generally well received, Blood Omen 2 was judged by some to be treading (unholy) water.

What better way to inject flesh drops of ruby red blood into the Legacy Of Kain series than by finally bringing Kain and Raziel together in the same game? A brilliant concept, but with such a twisted history covering hundreds of years of vampire folklore to mesh together into one cohesive whole, can it actually work in practice? Well then, can it?

Kain's able to use his Mist ability during battles to dodge his bewildered opponents

EYES WITHOUT A FACE

Let's deal with the good stuff first. It truly is a thrill to be able to fight through one level as venerable vamp Kain and then switch over to controlling faceless wonder, Raziel. Although we've so far only played an unfinished and somewhat bug-ridden version of the game, it appears that each character's episodes take place in distinctive realms reminiscent of their previous adventures.

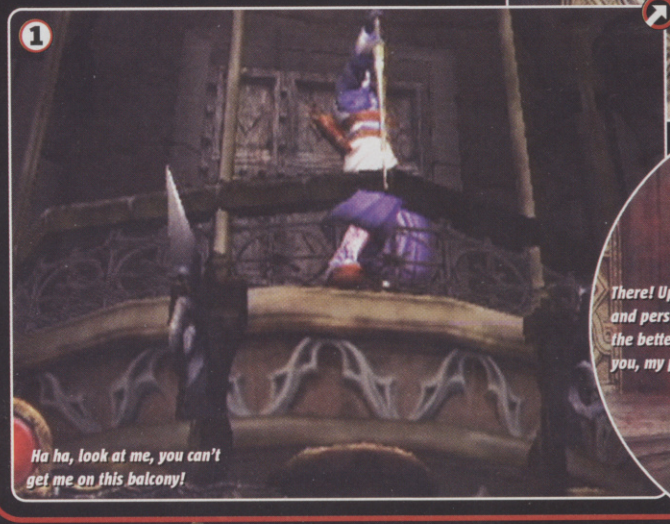
For his first level, Raziel is back in the Underworld, trapped by the Elder God's many-tentacled body. It's a trippy and weird environment, with the sobs of the damned reminding you of just how low Raziel has fallen since his glory days as Kain's lieutenant.

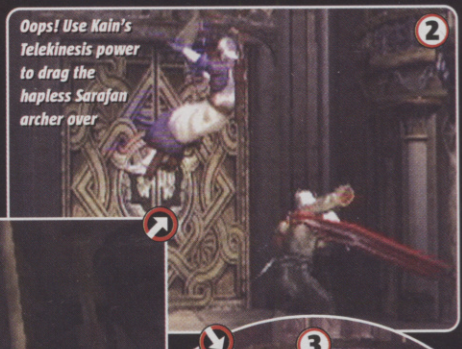
The spectacular Lift Attack lets you toy with your prey before gutting them

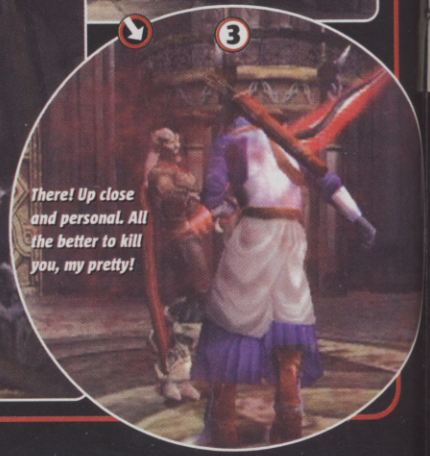
ALL IN THE MIND

Vampires and the assorted legions of the undead tend not to have sniper rifles easily to hand, which can make picking off enemies at a distance quite a problem.

Now, with the all-new Telekinesis ability, Kain and Raziel can draw distant enemies towards them, and deftly remove their innards without so much as a back sprain. Ingenious! Vital when some sucker is peppering you with arrows from afar...







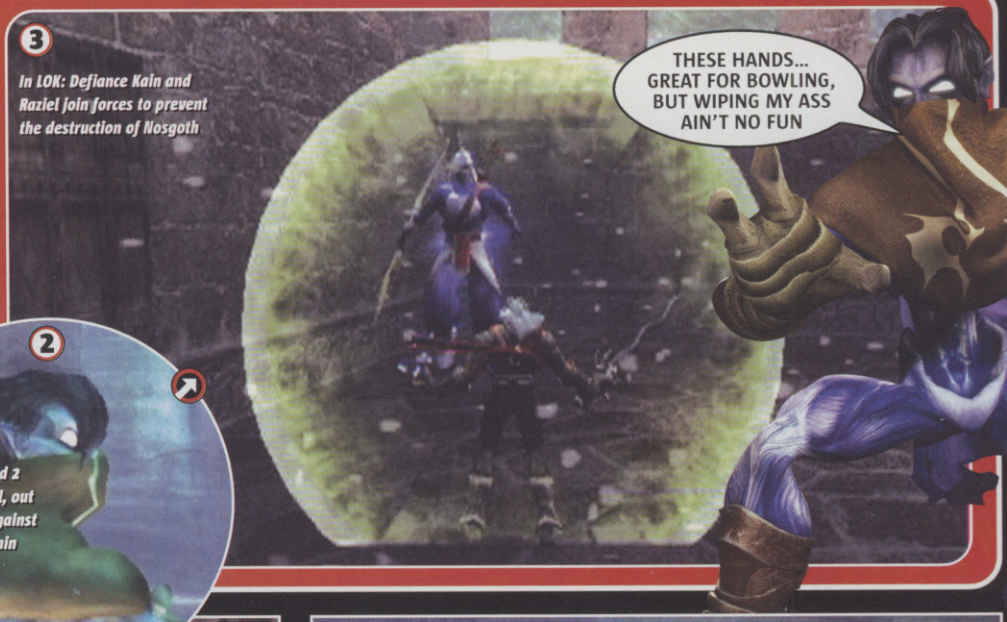
THE STORY SO FAR...

The tangled storyline of the Legacy Of Kain series makes EastEnders look tame.

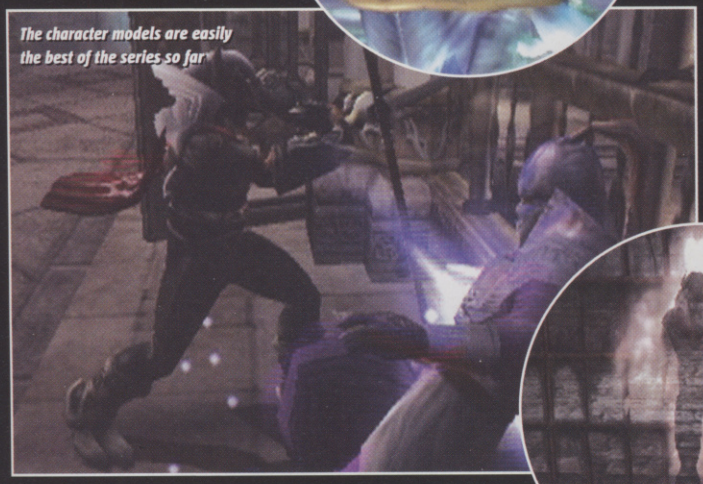
First Kain and Raziel are best mates, then Kain gets all jealous about Raz's flash new wings and throws his former lieutenant into the Lake of Lost Souls. Next we have some time-travelling malarkey and double-crossing confusion, until finally it seems that the demonic duo are ready to join forces against common enemy, the Hylden.

1 *Kain first appeared as the star of Blood Omen 1 and 2*

2 *Soul Reaver 1 and 2 introduced Raziel, out for vengeance against his tormentor, Kain*



3 *In LOK: Defiance Kain and Raziel join forces to prevent the destruction of Nosgoth*

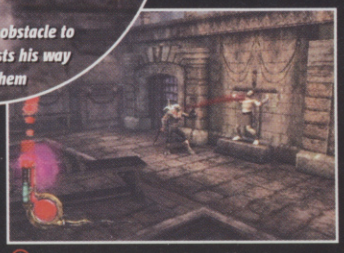


The character models are easily the best of the series so far

Both characters can glide over gaps, but Raziel's wings carry him further

Iron bars are no obstacle to Kain, he just mists his way through them

The combat engine is much better, meaning Kain and Raziel can now take on multiple foes



Kain can only survive by sucking the lifeblood of the still living...

...Whereas Raziel must devour the souls of the dead to stay alive

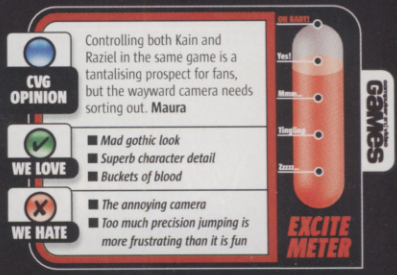
Kain's first level, which opens the game, sees him attempting to storm the stronghold of the Sarafan, the warrior priests sworn to wipe out the vampires. It's more gothic in tone and decidedly combat-heavy. Chained-up prisoners beg to be sucked dry, instruments of torture abound, and pretty snowflakes waft gently from the heavens. Great stuff.

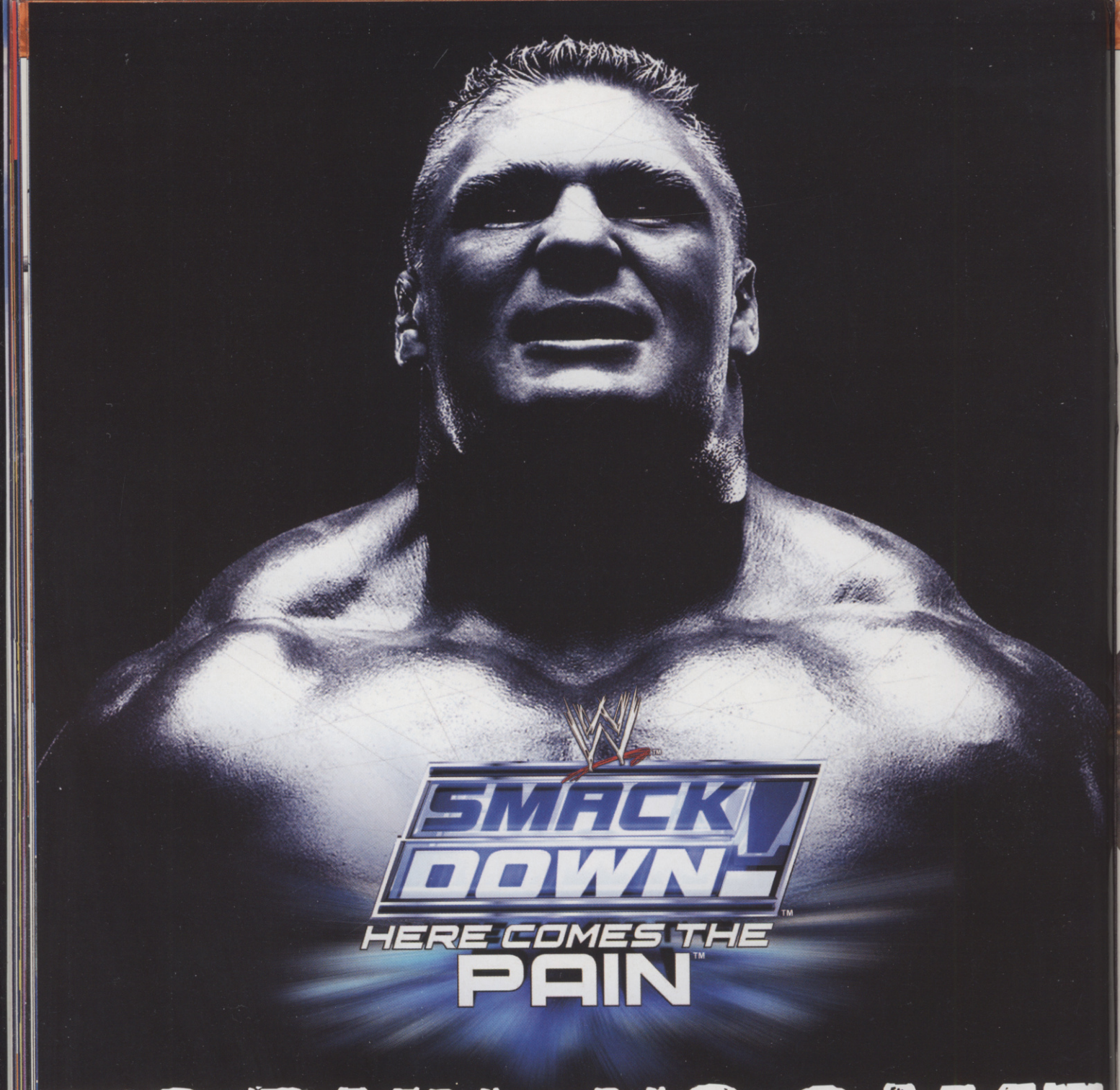
LOOK BEFORE YOU LEAP

As good as Legacy Of Kain: Defiance looks, and as intriguing as combat innovations such as Telekinesis are, certain aspects of the gameplay give cause for concern. For a start, much of the action involves traditional platforming elements such as precision jumping. Not everyone's cup of claret. Miss your target by so much as a centimetre and you'll plunge to instant death and have to replay huge sections all over again. This is made even more frustrating by the cinematic camera angles that frequently prevent you from getting the best view of an upcoming jump. And unlike most platform games, there's no way to re-position the camera to help you successfully clear a gap. Let's hope they correct this in the final version of the game as the rest of the action is shaping up well. CVG

As in the Soul Reaver games, Raziel can switch between the spectral and mortal realms

It's at times like this that you'll really hate the abysmal camera angles





NO PAIN - NO GAME

FEEL THE PAIN with unique SuperStar abilities. SEE THE PAIN in incredible detail as blood spatters the canvas. BEAT THE PAIN into submission with location specific damage and the best grappling system ever devised. But that ain't all! Bra and Panties matches, blood matches, SuperStar voice overs, enhanced season modes and the most realistic graphics to date mean if you don't get this game you won't be feeling no pain.

'It's the best wrestling game yet made.' PSW

Future Media Creations YUKES

World Wrestling Entertainment

PlayStation 2

JAKKS Pacific inc.

THQ

www.thq.co.uk

The names of all World Wrestling Entertainment televised and live programming, talent names, images, likenesses, slogans and wrestling moves and all World Wrestling Entertainment logos are trademarks which are the exclusive property of World Wrestling Entertainment, Inc. © 2003 World Wrestling Entertainment, Inc. All Rights Reserved. Game and software ©2003 THQ/JAKKS Pacific, LLC. Used under exclusive license by THQ/JAKKS Pacific LLC. JAKKS Pacific and the JAKKS Pacific logo are trademarks of JAKKS Pacific Inc. THQ and the THQ logo are trademarks and/or registered trademarks of THQ Inc. All Rights Reserved.

NEED FOR SPEED UNDERGROUND

- PUBLISHER EA
- DEVELOPER EA BLACK BOX
- OUT NOVEMBER 28

x4

IN A NUTSHELL

Get fast, get furious, and get a serious need for speed with the fastest and most realistic underground racing game on the streets.

XBOX
GBA
GC
PC

WWW.EAGAMES.COM

Videogame amphetamine. That's what Need For Speed Underground is. It's like having nitrous oxide injected straight into your brain through your eyeballs.

Illegal street racing is a great premise for a game. Loads of speed, loads of attitude, and cars that look sweeter than Britney Spears dipped in chocolate. And Need For Speed Underground looks like it's going to be the one to turbo-charge the genre.

First off you can fit out your car with bumpers, skirts, spoilers and decals to make them look as cool and as individual as you want. Under the hood you can tune them like a vintage piano screaming raging death metal, hooking up turbos and nitro boosts.

ROAD RAGE

But it's out on the road that your car becomes a tarmac-melting rocket. Underground takes place on the streets of Los Angeles, and it looks *amazing*. The visuals are crisp and busy, with neon bleeding into rain-soaked concrete as you drop the throttle.

And you'll be dropping it a lot. Everything is done at top speed with split-second decisions necessary as routes split and traffic screams towards you. As your engine roars, hip hop grinds out of your car stereo, your turbo whispers sweet nothings to the exhaust, and your sequential gear shift clunks into place. It looks, sounds and *feels* awesome.

Which is pretty much the most exciting thing about Underground. If you want to be turned into a sweaty mass of taut muscle, eyeballs flickering like a fly in a jar and brain focused like a ninja, then this could well be the best game ever. CVG

The graphics are unbelievably quick

Bust through for the best shoricuts

MEN AND MOTORS

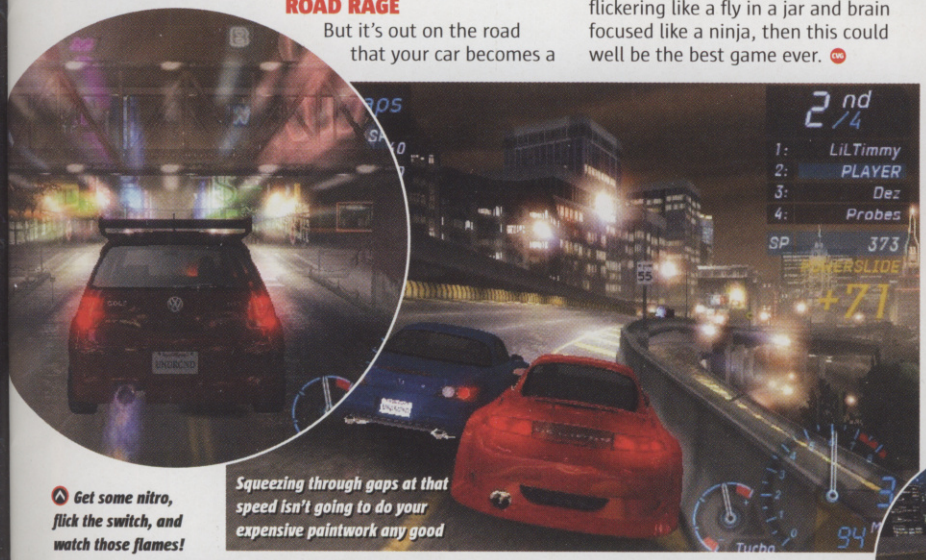
You can soup your cars up in Underground, but who cares what's under the bonnet if your ride looks like a dog?

Start off with a dull and boring production model of your favourite car

Flimsy plastic bumpers and spoilers give that B&Q-carpark-at-midnight look

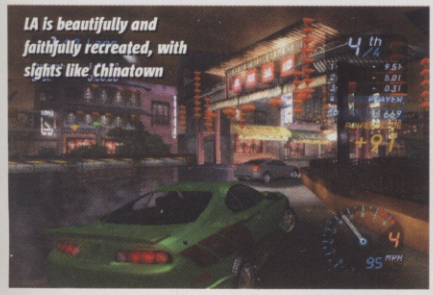
Then bling out your wheels with some alloys, remembering to colour code the rims

Slap on some decals and you've got a street racer Vin Diesel would be proud of



Get some nitro, flick the switch, and watch those flames!

Squeezing through gaps at that speed isn't going to do your expensive paintwork any good



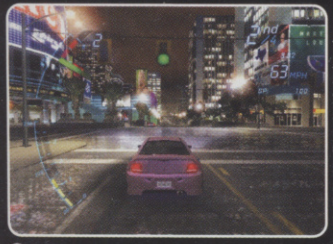
LA is beautifully and faithfully recreated, with sights like Chinatown

Floor the accelerator when the arms drop

Overtaking can be tough

WHAT A DRAG

Drag races – you and three opponents flat out over a quarter mile of busy city streets. A recipe for disaster, and often ends with one when you wrap your gleaming motor round a convenient lamppost at 100mph. Hold on tight, floor it and hope for the best...



Shifting gear at the right time is vital – when the needle goes green, slam the clutch in

As the speed picks up the screen shakes, the visuals bleed and traffic whizzes by

Get enough speed to clear the moving train or they'll be scraping your fibreglass off the rails

CVG OPINION

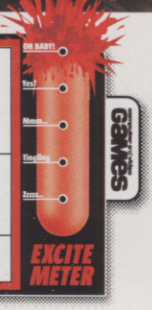
If you liked The Fast and the Furious, this should be the game you've been waiting for. Stylish, beautiful and cooler than liquid nitrogen. **Graeme**

WE LOVE

- Beautiful visuals and sweet, sweet sounds
- Eyeball-blisteringly fast
- Max Power-style customisation

WE HATE

- No free-roaming mode
- No Xbox Live support



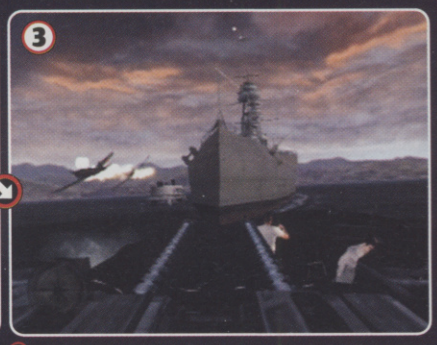
WATCH ME PEARLY WHITES!

The opening level of Rising Sun is pure adrenaline-fuelled stuff, with the notorious Japanese surprise air attack on Pearl Harbor being re-enacted in dramatic detail.

After first escaping the flames of your damaged vessel, you'll then need to shoot down hordes of over-flying planes. It's easy and arcade-like, and works as a brilliant introduction to the game.

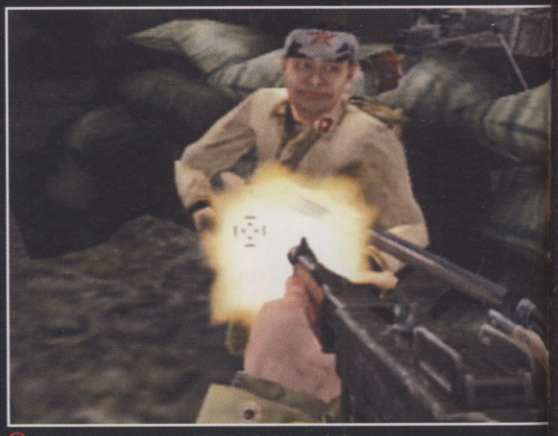
Put out flames with a fire extinguisher...

Then blast planes with your submachine gun...



...Before getting behind some more impressive firepower

MEDAL OF HONOR RISING SUN


"Hey there, fancy a gutful of lead, do you sir?"

- PUBLISHER: EA
- DEVELOPER: EA LA
- OUT: NOVEMBER 28
- x8

IN A NUTSHELL

The latest instalment of the WW2 FPS features a weaving, 10-level storyline of two brothers trying to infiltrate Singapore, find gold and destroy the River Kwai bridge.

WWW.EAGAMES.COM/OFFICIAL/MOH/RISINGSUN

Missed out on a sun-drenched trip to the Far East this year? Always wanted to soak up the area's most glorious locations like the River Kwai and Guadalcanal? Well, thanks to EA, you can, although don't expect the sights to be pretty – unless it's war-torn ruins and screaming bodies that please your roaming eye.

After thrilling many with its past WWII endeavours, the popular Medal Of Honor series has set sail for the Pacific theatre to recreate some of the conflict's most notorious settings. Fancy a bit of hunting action in the Philippines? Then read on, Private...

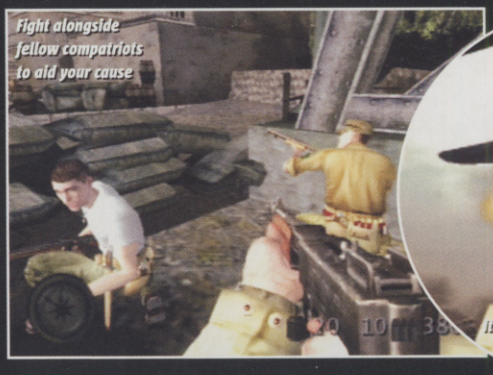
FUN IN THE SUN

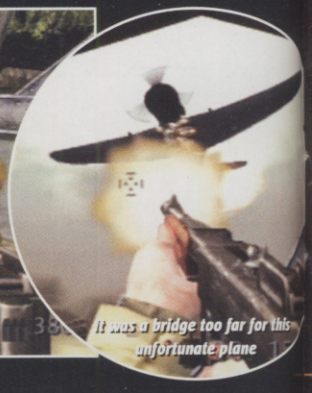
What we played of Rising Sun convinced us that it will definitely be entertaining and nervy, although whether it can add anything new to the genre is less clear. In fact, it reminded us of a first-person, WW2 Desert Storm, but with less of the squad element, and a fair wad of Soldier Of Fortune 2: Double Helix whacked in for good measure. Certainly, what will be exciting is the multiplayer aspect, with some potentially furious, competitive and co-operative fighting taking place.

The AI in our preview code was inconsistent, to say the least. While many Japanese soldiers proved ruthless in their determination to scorch your backside, others stood rooted to the spot like a Madame Tussauds waxwork. The worst example was when our hero emerged from a tunnel, noisily dispatched two attackers with a grenade, and then discovered a subsequent foe calmly urinating (we think that's what he was doing) in a nearby corner. Of course, we're hoping such quibbles will be ironed out come final release. Expect some harsh words indeed from us if not.

If it's edgy, first-person combat that you're after, with commendable historical accuracy added to the cocktail of violence, high adventure and military manoeuvres, then Rising Sun could be your cup of rationed tea. And at least you'll be saving on the air ticket to Japan.

Storm a bunker to give yourself extra breathing space


Fight alongside fellow compatriots to aid your cause


It was a bridge too far for this unfortunate plane

Pick off unsuspecting snipers from afar

Japan hasn't known this level of violence since the England fans arrived for the World Cup

The opening Pearl Harbor level is rip-roaring entertainment. Unlike the film

Expect 10 levels of non-stop, explosive action that will span the entire Pacific

CVG OPINION

With a gloomy atmosphere enhancing the drama, we think that this should be a classy piece of work. But will there be much innovation? **Stephen**

WE LOVE
- Tense and atmospheric
- Two-player co-op mode
- Excellent environments

WE HATE
- Messy visuals
- Suspect AI
- Adds little new to the genre

EXCITE METER

TONY HAWK'S PROSKATER

N-GAGE ARENA

Tony Hawk's Pro Skater® now on N-Gage. Skate as Tony Hawk and 9 top pros. Multiplay via Bluetooth through vert courses full of half-pipes and street courses full of rails and perils. Experience the revolution in online mobile gaming with N-Gage™ Arena. Online features: Shadow Gaming, Tips & Hints, Director's Cut. **n-gage.com**

N·GAGE NOKIA anyone anywhere

ACTIVISION NEVERSOFT idea works3D

Copyright © 2003 Nokia. All rights reserved. Nokia and N-Gage are trademarks or registered trademarks of Nokia Corporation.
©1999-2003 Activision, Inc. and its affiliates. Activision and Pro Skater are registered trademarks of Activision, Inc. and its affiliates.
All rights reserved. Tony Hawk is a trademark of Tony Hawk. All other trademarks and trade names are the property of their respective owners.

PGR™ PROJECT GOTHAM RACING® 2

ADVANCED JOYRIDING MANOEUVRES

Coming first is fine, but if you don't do it with style then who cares? Get on the throttle and lay down some rubber with finesse, 'cos it's not just lap times but also kudos that counts here...

Powersliding around corners is the easiest way to rack up kudos. Crank up the handbrake and slide away!

To keep boring drivers happy good racing lines and clean sections are also rewarded

And smoke-spewing donuts will please the boy racers. Mmmm, donuts...

- PUBLISHER: MICROSOFT GAME STU.
- DEVELOPER: BIZARRE CREATIONS
- OUT: NOV 28

ONLINE GAMING | x8

IN A NUTSHELL

Microsoft's boy racer returns to burn some more rubber. A prime 103 cars straight from heaven's highways and nine photo-realistic cities mean this should be every grease monkey's dream come true.

WWW.XBOX.COM/EN-GB/PROJECTGOTHAM2

It's always the same, isn't it? You see a beautiful convertible Porsche or Ferrari growling past and guess who's driving it? Some middle-aged nobhead, that's who, his bald noggin glistening in the sun, and his bulbous belly nudging against the steering wheel.

Project Gotham Racing was the answer – the chance to drive expensive, exotic cars without first having to endure a mid-life crisis.

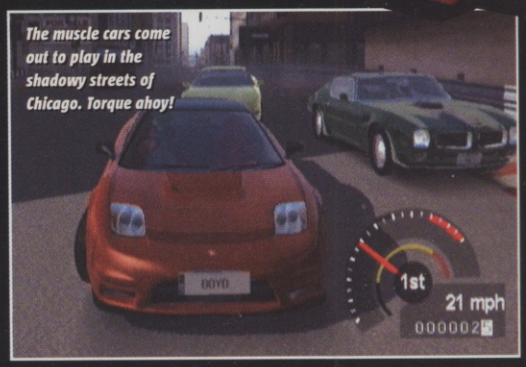
But it looks like a clapped-out banger compared to the sleek lines of Gotham 2, where there are 103 wallet-busting cars to lust after, from Seat Ibizas to the limited edition Ferrari Enzo.

Who needs rollercoasters when you can bomb around in a red Mustang?

THE CAR'S THE STAR

You only have access to a few of these petrol-guzzling monsters at the start of the game. By driving with outrageous style, flipping out your tail through corners like a greased salmon, and launching your motor up on two wheels, you get kudos points that you can trade in for that sporty little beauty you've been eyeing up in the showroom window.

Automotive masterpieces they may be, but a car's only as good as the road you drive it on. Thankfully the tracks in Gotham 2 are works of art fashioned from concrete, metal and tarmac. It's almost as good as visiting the real



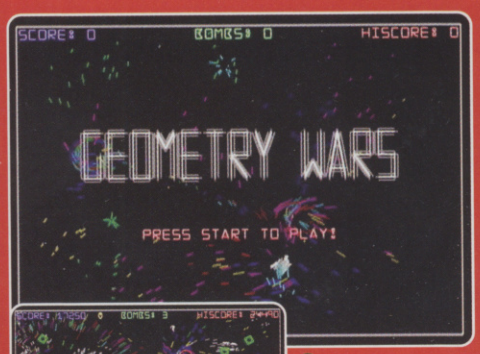
The muscle cars come out to play in the shadowy streets of Chicago. Torque ahoy!

A TVR takes the inside... hold on, that statue in the background's having a slash

The cities are ace and it's cool racing around such realistic-looking tracks

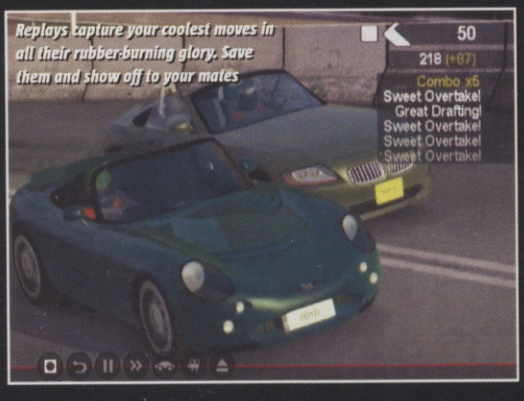
GEOMETRY IS FUN

Nestled away amongst the valves and gaskets of Gotham's innards is this little beauty. Called Geometry Wars, it's a candyfloss sweet slice of retro gaming fun you won't be able to get enough of!



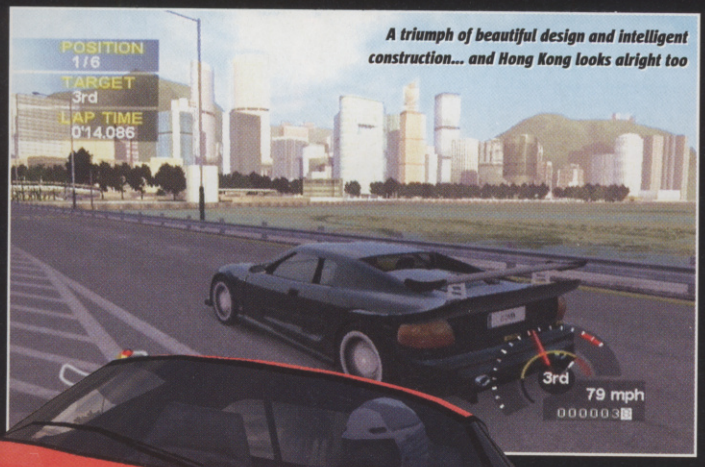
Geometry Wars captures that old-school arcade feel perfectly

It'll turn your eyeballs inside out, and you'll see colours in your sleep



Replays capture your coolest moves in all their rubber-burning glory. Save them and show off to your mates

The Hong Kong tracks take you up onto flyovers thinner than a mosquito's willy

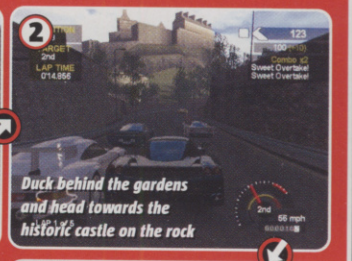


A triumph of beautiful design and intelligent construction... and Hong Kong looks alright too

TAKE IT TO THE STREETS

The cities in Gotham 2 are stunning. Hey, maybe your home town's in here somewhere Here's a guided tour of Edinburgh in an Enzo – beats a topless bus any day...

1. *Scream down Princes Street and hook a left onto Lothian road*


2. *Duck behind the gardens and head towards the historic castle on the rock*

4. *Race up Castle Hill, remembering to check out the view*

3. *Wrestle with Porsches as you zip past the Grassmarket*

5. *Rumble over the ancient cobblestones down the Royal Mile*

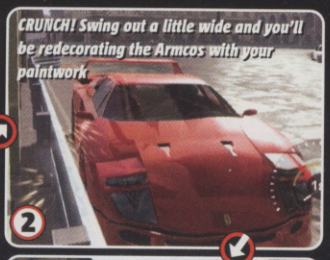
6. *Roar down the Mound, passing the Museum Of Scotland...*

7. *...and back onto Princes Street. The only thing missing is the wind and rain!*

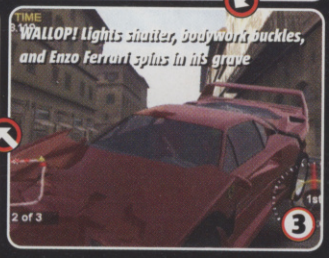
PANEL BEATING FOR BEGINNERS

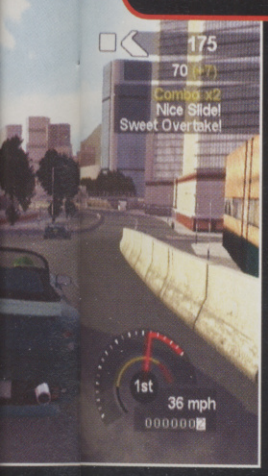
So you have the opportunity to drive the car of your dreams. What's the first thing you do? Smash it up! At least you don't have to worry about the insurance premiums.

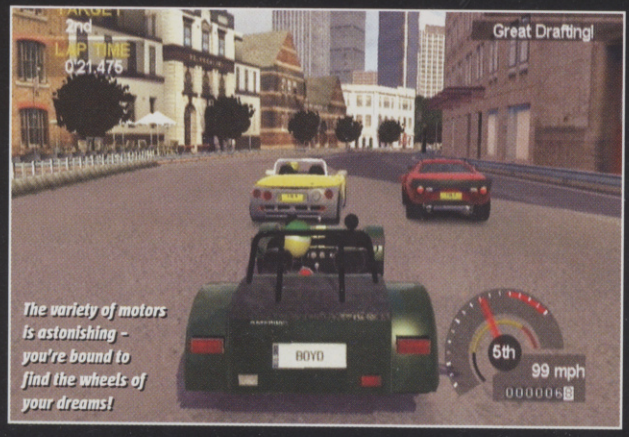
1. *A mint condition Ferrari plus 325 mph brake horsepower plus a wall equals bankruptcy*


2. *CRUNCH! Swing out a little wide and you'll be redecorating the Armcos with your paintwork.*

4. *From a beautiful Ferrari front end to a face like a bulldog chewing a wasp*


3. *WALLOP! Lights shatter, bodywork buckles, and Enzo Ferrari spins in his grave*





The variety of motors is astonishing – you're bound to find the wheels of your dreams!

cities – and hey, if you did actually go you wouldn't be able to burn the streets up at 100 mph!

And you'll want to, because it feels so good. The cars all handle differently according to their power, weight, and acceleration, so a big muscle car will spin out if you're too heavy on the accelerator, but a wee hatchback will stick to the road like spaghetti bolognese to your best shirt.

THE RACING (ON)LINE

At the moment computer drivers still cling a little too dumbly to the racing line. But who needs them, these days? Gotham 2 is raising the bar for online racing with some revolutionary multiplayer modes.

For a start, if you're connected to Live, every time you play your stats are instantly updated on international leaderboards. If you record a scorching lap time you can immediately see how it measures up to every other Gotham player in the world! You can download ghosts of other players to compete against their lap times, or go head-to-head with up to seven other drivers to prove who's got the hottest wheels.

So Project Gotham 2 is shaping up to be one of the most desirable models in the showroom. The bodywork is beautiful, and under the bonnet it's souped up with sublime handling and some gobsmacking online gubbins. Xbox owners: the race is on. CVG

CVG OPINION Like a far-fetched concept car, Gotham 2 dazzles with revolutionary design while delivering on its exuberant promises. **Graeme**

WE LOVE
- *The cars, the cars, the cars*
- *Beautifully crafted city tracks*
- *Dreamy online modes*

WE HATE
- *Computer AI is a bit dull*
- *The cities can look quite empty*
- *Frame-rate issues need sorting*

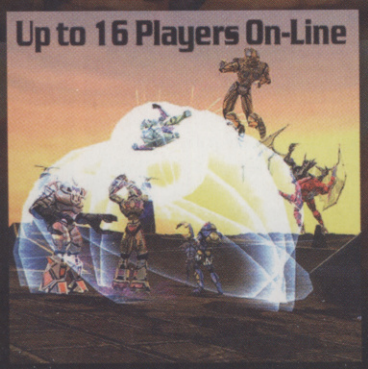
ONE MUST FALL BATTLEGROUNDS

"Battlegrounds seems to take the elements of first-person shooters that make them so much fun for large multiplayer games and combine them with fighting game mechanics."
- Game Spot

"...OMF is well on the way to being the best fighting game to be released on PC..."
- GamesDomain

"I am truly looking forward to OMF: Battlegrounds and the multiplayer aspect alone is going to be something to keep a keen eye on."
- UGO

Put Down The Machine Gun, This Takes Real Skill!



www.gmxmedia.net

gmx media

DIVERSIONS ENTERTAINMENT

POWERED BY gamespy

GameSpy and the "Powered by GameSpy" design are trademarks of GameSpy Industries, Inc. All rights reserved.

Out 14th November

Available at:

GAME

www.game.uk.com

© 2003 GMX Media & Diversions Entertainment. Duplication prohibited except in legally specified cases. All violations will be prosecuted under civil and criminal law.

PUBLISHER
UBISOFT
DEVELOPER
RED STORM
OUT NOV 14
ONLINE GAMING x16

IN A NUTSHELL

Xbox-exclusive squad-based shooter using voice control offline and stuffed with co-op and multiplayer options online. Could bring a new lease of life to your Live! headset.

WWW.UBISOFT.COM

Tom Clancy's RAINBOW SIX 3

It's not often we're forced to eat our words, but we will just this once. Last time we showed you Rainbow Six 3 on Xbox, we talked about how the voice recognition worked, though we were a bit more excited about how Vivendi's rival SWAT game uses it. Since then, we've been playing a more up-to-date build of R6 3, and it's even cooler than we told you, and why come Christmas you'll all be talking about VR.

Not only is the voice control more intuitive than before, but the word recognition now seems heaps better. There's no longer any need to press a button to bring up context-sensitive action menus for your squad (though you can if you want to). Instead you just bark your order and off they go, making tactical management easier and more intuitive, keeping the action flowing and making the game immersion all the deeper.

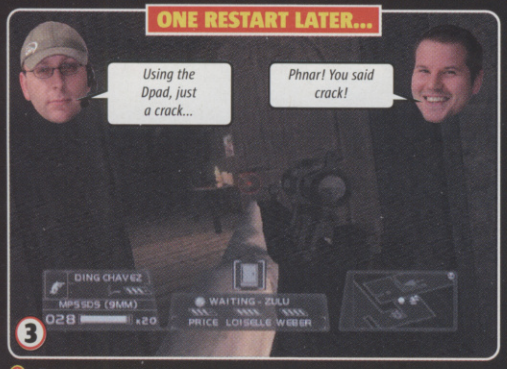
So effective is the recognition element, that as we were discussing the commands while wearing the headset, the key words were accidentally picked out of our conversations mid-sentence and acted upon. A few times the headset microphone even picked up other CVG-ers' voices (complete with different accents) and, again, by mistake conveyed wrong commands to our comrades, with comically fatal outcomes. The upshot is it proves that old World War II propaganda message to be true: careless talk costs lives. Don't believe us? Just check this out...

WE NEED GUNS

Since you can only play as Ding Chavez, you can only choose his weapons - your team-mates opt for guns native to their country

Missions don't always go as planned, so you may prefer to restart and change, say, your choice of primary weapon or grenades

ONE RESTART LATER...



Like PC Raven Shield, you can open doors for a peek without alerting enemies, or just wide enough to slot a grenade through before closing it

There's a choice of words for the same command, which adds variety and increases the likelihood of finding words the software recognises

Executing pre-planned tactics with split-second timing is easier using codewords. Tell your team to perform their move when you say "Zulu"...

ANOTHER RESTART LATER...

...You use the codeword 'Zulu' because it's distinctive and so rare it's unlikely anyone's going to say it by mistake...

WHEN COMMANDS GO WRONG

Playing Rainbow Six 3 you'll sometimes find yourself bellowing strange-sounding orders at the top of your voice. Warning! The following commands could be misinterpreted by passers-by.

"Flash!" No, not you. Put it away

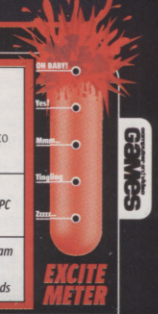
"Use it!" - Not 'zit', dill-weed

"Electro Up" - We give up...

CVG OPINION

If the standard of voice recognition we've seen so far is consistent throughout the game, it could elevate this into Xbox must-have status. **Pete**

- Improved VR control
- Less anal and fiddly than on PC
- Great-looking and Live! play
- Voice orders only work on team
- Your name is Ding
- Remembering voice commands

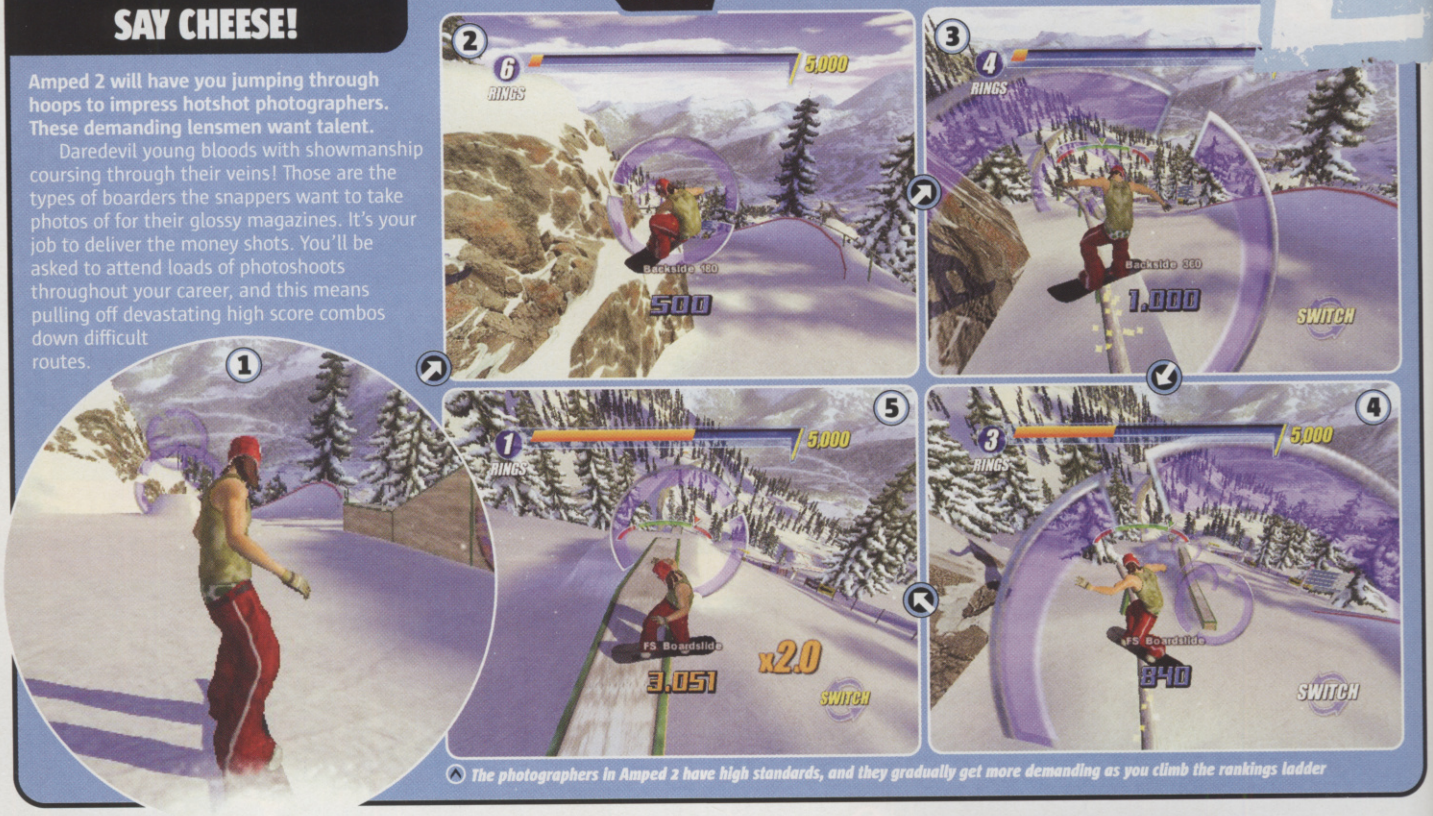


amped 2

SAY CHEESE!

Amped 2 will have you jumping through hoops to impress hotshot photographers. These demanding lensmen want talent.

Daredevil young bloods with showmanship coursing through their veins! Those are the types of boarders the snappers want to take photos of for their glossy magazines. It's your job to deliver the money shots. You'll be asked to attend loads of photoshoots throughout your career, and this means pulling off devastating high score combos down difficult routes.



The photographers in Amped 2 have high standards, and they gradually get more demanding as you climb the rankings ladder

- PUBLISHER MICROSOFT
- DEVELOPER MICROSOFT
- OUT NOV 14
- ONLINE GAMING
- x16

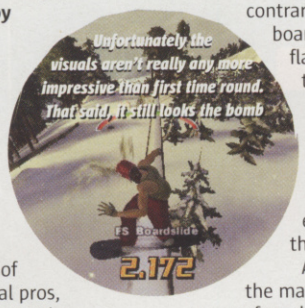
IN A NUTSHELL

Microsoft's Xbox snowboarding sim returns, and this time it's flipping massive. Rammed to the rafters with slick features, thousands of runs and brand new online content, there could be an avalanche when it hits shelves next month.

WWW.XBOX.COM/EN-GB/AMPED2

Microsoft's slippery sequel is the most authentic console snowboarding trip CVG has ever seen, although thankfully the slopes aren't all clogged up by hairy Germans called Helmut dressed in rainbow-coloured romper suits.

Gorgeous mountainsides, snow parks created by world-renowned designers, virtual warehouses stuffed with the latest brands of snowboarding gear, real pros, the newest tricks and even the latest slope-side trend, snowskating. It's all here, and it's all gravy.



REALITY DOESN'T BITE

Amped 2's only direct competitor is SSX 3, but in terms of attitude and gameplay they're worlds apart. EA's rock 'n' roller hammers you with crazed scenarios, fantasy speed-ups, and superhuman stunts. On the contrary, Xbox's ice-cool boarder trades arcade flamboyancy for true-to-life action. It's not overly outrageous, but Amped 2 still promises to be every bit as addictive and even more rewarding than SSX 3.

As with the last game, the main Career mode sees you go from beginner to pro, and you've got to work your rocks off to get to the top. However, the learning curve is balanced just right, so that the frustration never outweighs the fun and excitement of tackling Amped 2's mountain of challenges.

Hunt for the Media symbols and pop massive tricks when the viewfinder appears on screen

New events see you and tons of other boarders bombing it down the slopes

YOU GOT THE TOUCH

It's a given that you'll rack up a sick score for stomping killer tricks and mental combos.

But Amped 2 introduces a clever new mechanism that enables you to pump up the points if you've got super-skilled fingertips. Jerk the analogue sticks and you'll perform a standard stunt, but if you can carefully tweak the sticks halfway and hold them steady during the move, you'll earn style points. It's crystal clear when you're nailing these moves, because a special sparkly gauge appears beneath your boarder and jacks up your score. Mastering this delicate physical skill is essential if you want to go pro, and if you hope to earn respect on the global stage when playing online.

Pretend the analogue sticks are a real purty lady. Play gentle with them and you'll get some seriously rewarding payback

OFF-PISTE AND ONLINE

One of the biggest gripes last time out was the lack of split-screen multiplayer shenanigans. Not any more.

It seems that Microsoft put that criticism on the top of its 'to do' list when making Amped 2, because now up to four players can go head-to-head in split-screen. And to make up for the multiplayer misdemeanours in the original, you can now play online or on separate tellies via System Link. If you choose to play using Xbox Live you get access to all the regular multiplayer modes like Highest Trick Score and King Of The Mountain, but you're also eligible for a host of downloadable features like extra mountains, new clobber, bonus music tracks and fresh challenges.

Leap in front of the cameraman's lens and pop your phattest trick to steal the limelight

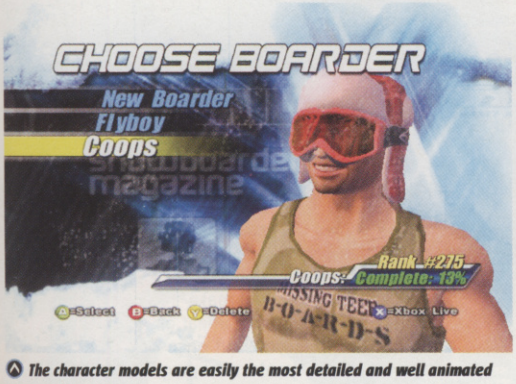
Create online leagues and tournaments, and keep track of your global ranking

HUNTING FOR HOTSPOTS

Each mountainside is bursting with killer lines, but you've got to stray from the regular paths to find them.

Exploring is essential if you're to find all the awesome trick spots. There are stacks of cool kickers, fallen trees, and all sorts of other obstacles peppered throughout each level. You could literally play the same mountainside all day and never ride the same line. Being adventurous will also ensure you discover all the hidden bonus snowmen that need collecting, as well as all those gaps that need leaping before you can fully complete an area.

Scour the entire slope for the perfect line, then use that route to piece together an enormous string of tricks



The character models are easily the most detailed and well animated in any of the extreme sports games out there

There are stacks of wicked runs to exploit, and now you can link tricks together with manuals. They are called Butters. Don't know why

COOLER THAN ARCTIC ICE

The controls are so much more refined than before, and the new style points system adds a skilful twist to regular stunt-pulling antics. You'll need more than a few boring button combos to become king of the mountain. It's all about timing, grace, style and raw skill.

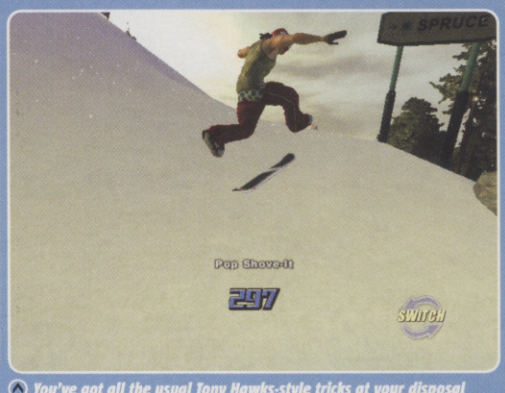
But the fat cherry on this giant Baked Alaska of fun are the new multiplayer action and online extras. With these, Amped 2 is a dream come true for hardcore boarders looking for the ultimate in finesse riding, steep challenges and social showboating via Xbox Live.

FOOTLOOSE AND FANCY FREE

The bindings are off in the new snowskating challenges.

It's the latest fad on the slopes, and here you too get to ride a modified skateboard on the snow and pull off free-footed tricks like kickflips. It feels weird at first, but once you suss the slightly altered control system you're laughing.

Planting moves is a lot tougher on the wee snowskate



You've got all the usual Tony Hawks-style tricks at your disposal

We know you're sliding against the wall but it's made of glass, silly girl

- PUBLISHER ACCLAIM
- DEVELOPER ACCLAIM
- OUT: DEC 5

ONLINE GAMING x1

IN A NUTSHELL

Espionage action with Sydney the slinky spy based on the hit TV series, mixing stealthy infiltration into secret facilities with brutal combat and a script from the writers of the show itself.

XBOX PC

WWW.ALIASTHEGAME.COM

UPDATE!

ALIAS

Never mind double agent, shapely Sydney Bristow is more a kind of six-figure super-spy, what with her many identities and costume changes. The game of the hit American TV show looks on course to recreate all the thrills of carrying out international espionage while wearing a skimpy disguise and a silly wig.

Picking up from the series' kick-ass story arc, Syd's got to go up against über-baddie Arvin Sloane in a story that sees her trying to prevent a mysterious and deadly device, known only as The Machine, out of wrong-doers hands. You do this in true Alias style – infiltration, eye-gouging martial arts and fancy ladies' fashions.

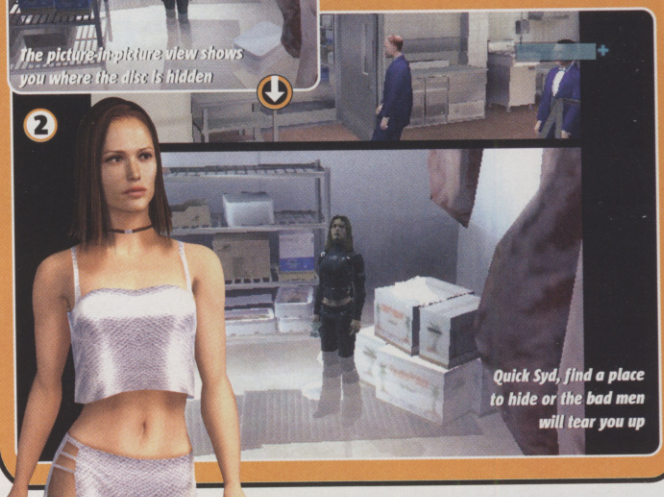
MINE'S A DIRTY MARTINI

Taking the first mission as an example, your first task is to blend in as a cocktail waitress in order to slip a tracer serum into a suspect's drink.

EYES IN THE BACK OF HER HEAD

In what should prove a welcome new twist to stealthy action games, Alias uses a way cool split-screen feature. At dangerous moments, like when Syd's peeking around corners, a second window slides into view showing you any goons heading your way, or clues as to where your objective might be located.

The picture-in-picture view shows you where the disc is hidden



Quick Syd, find a place to hide or the bad men will tear you up

Rubber-necking means something else here

GO GO GADGET GO

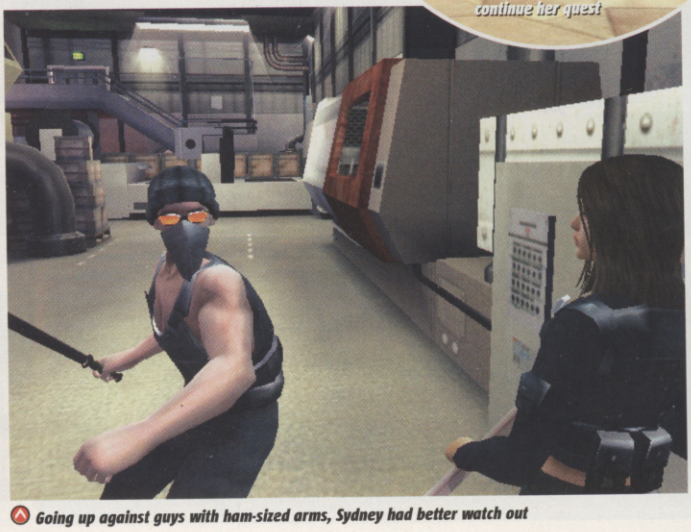
She may look like she's got nothing on beneath that slinky little black number, but true to form, our Syd's got more gadgetry concealed in her crevices than an Ann Summers sales rep. And she needs it all. From bugs and trackers (electronic, not the nut bar kind) to hacking devices, mastering your gadgets, or Op-Tech as they're called in the game, is vital to keeping your cover.

Slip a serum into the target's drink and track him wherever he goes

Sydney will freeze in the giant meat locker if you don't change costume

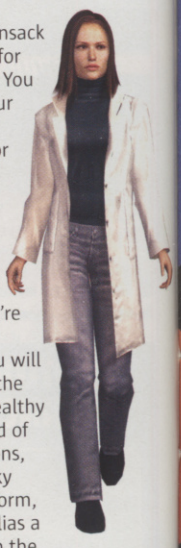
The three attack buttons work nicely together

Incredibly, Sydney could disarm this guard and still continue her quest



Going up against guys with ham-sized arms, Sydney had better watch out

Then you must ransack the secret base for scorching info. You can't blow your cover on the casino floor or the security guards will make mincemeat of you, but once you're snooping around where you're not meant to, any guard who spots you will engage, giving you the choice of playing stealthy or gung-ho. This kind of variety in the missions, along with the quirky tasks you must perform, should help make Alias a worthy spin-off from the awesome show.



CVG OPINION

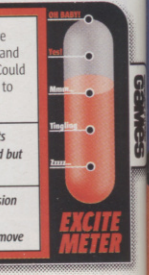
It's coming along a lot more nicely than many other TV and film tie-ins seen this year. Could well be worth sneaking on to your Christmas list. **Lee**

WE LOVE

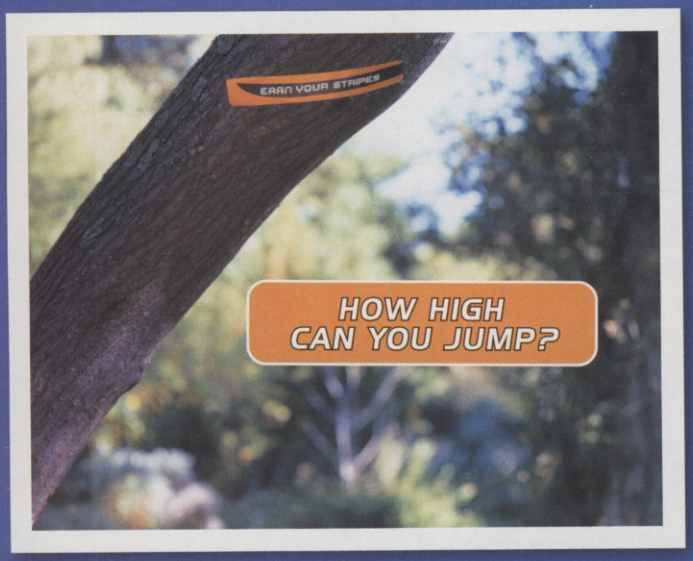
- Ace objectives and gadgets
- Beautifully choreographed but brutal fight scenes

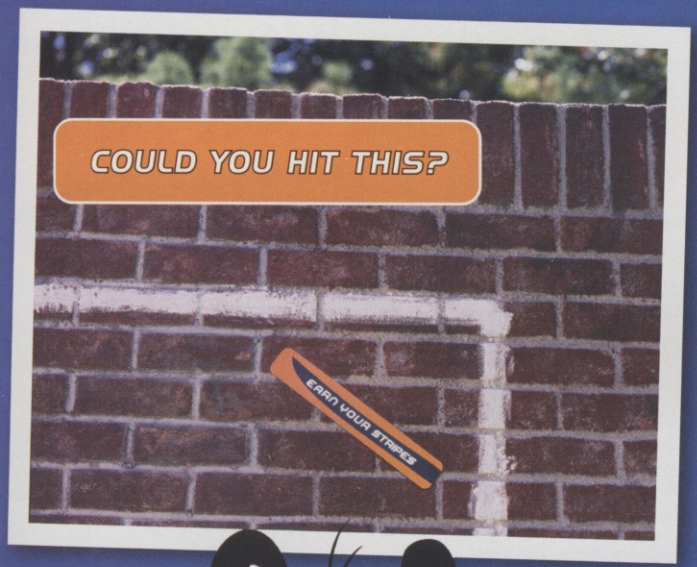
WE HATE

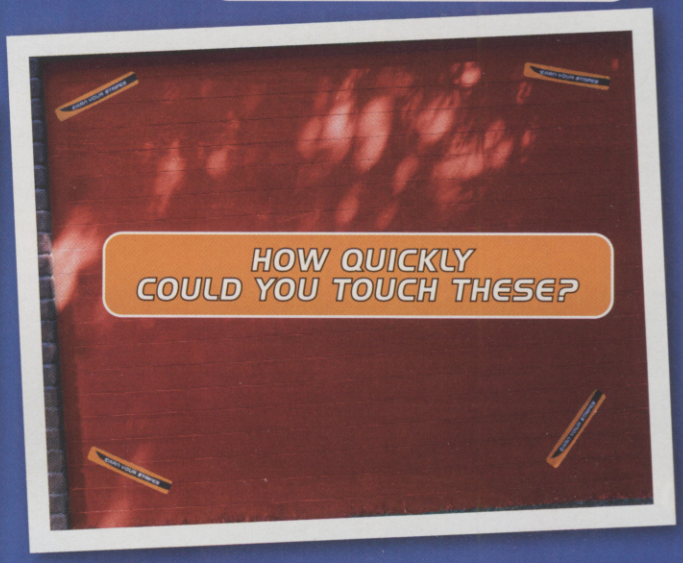
- Enemy AI in our early version was a bit poor
- Sydney's crouching-walk move

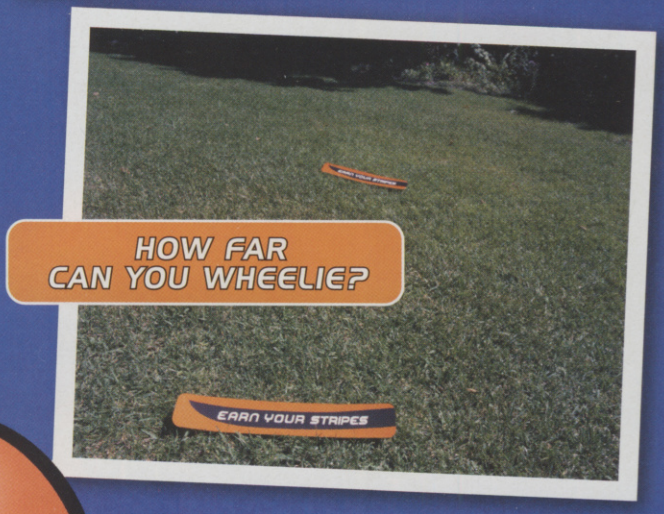


www.frosties.co.uk









Think you're up for these challenges?
Good, get out there and prove it.
Leap higher, jump further, run faster.

Kellogg's FROSTIES

EARN YOUR STRIPES

© 2003 Kellogg Company

TEENAGE MUTANT NINJA TURTLES

- PUBLISHER: KONAMI
- DEVELOPER: KONAMI
- OUT: EARLY 2004
- ONLINE GAMING
- x2

IN A NUTSHELL

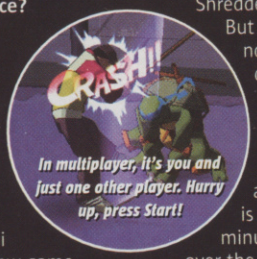
The hard-shelled heroes return on the back of a new cartoon show and supported by a range of toys. Is this the rebirth of an old phenomenon or reheated leftovers?

PS2 GC PC

WWW.KONAMI.COM/TMNT

Whatever happened to Raphael, Donatello, Leonardo and Michelangelo? We have a theory: someone ate them. Y'see, in certain parts of the world, turtle soup is something of a delicacy, and as a result the green turtle species is under threat. Coincidence?

Well, at least that's what we thought had happened until the martial arts reptiles turned up on GMTV2 Kids earlier this year with an all-new show. And in an amazing coincidence (er, clever marketing ploy), Konami has also announced a new game based on the show, plus a tie-in with a range of new toys set to storm the Christmas charts.



In multiplayer, it's you and just one other player. Hurry up, press Start!

OLD SKOOL

Time was when Turtles games were everywhere, from the Commodore 64 to the NES and SNES (which had several versions each). Naturally enough, the new game draws its strongest inspiration from the popular new shows. Producer Kengo Nakamura told CVG as we played TMNT in Japan: "Our first hurdle was to not harm the taste of the cartoon. We have all the major characters: the Turtles, Shredder, Splinter, Casey Jones... But the overall goal was also not to disappoint fans of the original TMNT."

The end result looks and sounds like the hyper-action in the cartoons, complete with a cel-shaded look. Control is easy to pick up and within minutes you'll be pinging all over the screen, laying out combos and into bosses.

On top of the classic arcade-style gameplay set across 38 stages and six levels, are Co-op and Versus modes, where fallen foes can be selected for battle, and a dojo mode. "Each turtle has his own speciality moves," says Nakamura. "You'll have to learn these in the dojo." Yes, Master Splinter.

STRANGE, BUT TRUE

The Turtles never caught on in Japan, but the TMNT games (including this one) were made by Japanese developers. Weird.

"The first time I heard of the turtles," recalls Nakamura-san, "I was 'What the...?' But, as I watched the show, I began to understand the reason it was popular." Luckily, he could also rely on the television production studio to help fill in the rest.

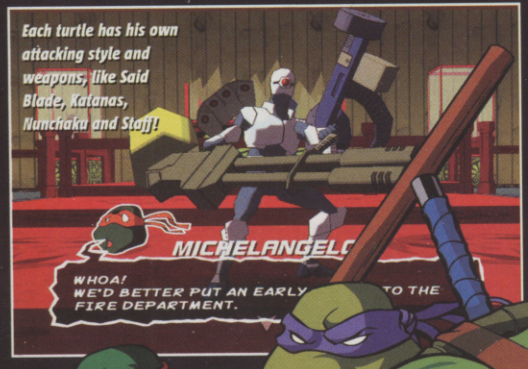
Now that's what you call letting one rip

HOT FROM JAPAN! EXCLUSIVE FIRST PLAY!

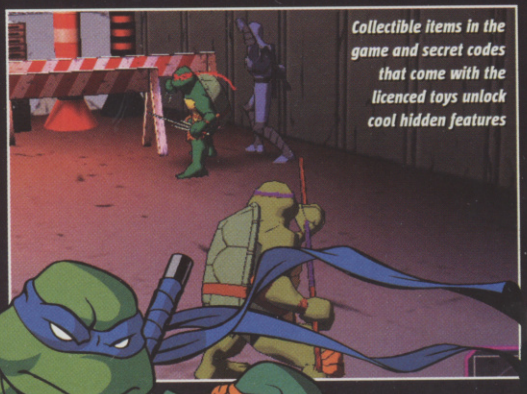
Chill guys, we can all have a window seat

Defeated bosses can be used in Versus mode

Cel-shading and lots of comic references make this look like the show



Each turtle has his own attacking style and weapons, like Sai, Blade, Katanas, Nunchaku and Staff!


Collectible items in the game and secret codes that come with the licenced toys unlock cool hidden features

Pick up new speciality moves in the dojo - it's a bit like in, erm, True Crime

CVG OPINION

Captures the look and hyper-feel of the new show. Will our reptile friends make a major comeback or end up in the soup? Stay tuned. **Anoop G**

WE LOVE

- Looks and sounds like the great new show
- Eat feet! Eat feet! Eat feet!

WE HATE

- No four-player mode
- Gameplay can be a bit monotonous at times

XIII

MOBILE GAME

Keep your friends close
And your enemies closer....

DARGAUD

GOT A MOBILE? GET GAMING!

Also available on PlayStation 2, XBox, Gamecube and PC CD-ROM, XIII-thegame.com

UBISOFT

Tom Clancy's SPLINTER CELL EXTENDED OPS

TOM CLANCY'S SPLINTER CELL® EXTENDED OPS

The scope of your mission has been extended. Remenber, stealth is your only true protection.

Gameloft's SOLITAIRE

SOLITAIRE

Rach up the dollars in Vegas mode or play against the clock in standart mode.

SPEED DEVILS

SPEED DEVILS™

Wicked fast hot rod racing!

RAYMAN 3

RAYMAN®3

The zany universe of Rayman 3 on your mobile!

PLANET ZERO

PLANET ZERO

The struggle for survival has begun!

Actual screenshots

Download now!

Text "PLAY + PHONE MODEL" to 84050*

Example: If you have a Nokia 7650, text "PLAY 7650"
Then follow the instructions
Make sure, your phone is WAP-enabled.

Nokia 3510i, 7210, 7250, 6610, 6100, 5100, 3300, 3100, 6800 : A
Sony Ericsson T610, Motorola T720 : S
Nokia 7650, 3650, N-Gage : B
Siemens C55, M50 : C
Siemens M55, S55 : P
Nokia 3410 : D

	XIII	Splinter Cell Extended Ops	Solitaire	Speed Devils	Rayman 3	Planet Zero
Code	8869	6701	5755	6463	6087	1360
Phone	A-B	A	A-B-C-D-S	A-B-C-D	A-B	A-B-D-P

To check compatibility, match the letters with the phones above

You can download these games and many more from Gameloft directly at www.gameloft.com

gameloft

*UK only. Each SMS costs £1. (A b&w game costs £2 and a colour game costs £3).
You will also incur your normal SMS and WAP charges. Please make sure you have sufficient credit to receive your order. You must be 16 or over to use this service.
Helpline number: 070 9204 4827 or javasupport@gameloft.com. Gameloft UK Ltd, 75 Cannon Street, London, EC4N 5BN.

© 2003 Gameloft. All Rights Reserved. Rayman, Rayman 3, Splinter Cell, Speed Devils, Ubi Soft and the Ubi Soft logo are registered trademarks of Ubi Soft Entertainment in the US and/or other countries. XIII © 2003 Vivendi Universal Interactive Publishing France S.A. All rights reserved. XIII is a registered trademark of Dargaud Marina. Licensed by Dargaud International (Marketing) S.A. All rights reserved.

THIS IS TRUECRIME™

STREETS OF LA™

Includes over 50 original songs from Snoop Dogg, Westside Connection, Coolio and more.*
Visit **truecrimela.com** for exclusive game clips and soundtrack samples.

ACTIVISION.

activision.com

PlayStation.2 | NINTENDO GAMECUBE™ | XBOX | Luxoflux | 16+ www.pegi.info

©2003 Activision, Inc. and its affiliates. Published and distributed by Activision Publishing, Inc. Activision is a registered trademark and True Crime and Streets of LA are trademarks of Activision, Inc. and its affiliates. All rights reserved. Developed by Luxoflux. ©2003 Microsoft Corporation. All rights reserved. "PlayStation" and "PlayStation" logo are registered trademarks of Sony Computer Entertainment Inc. NINTENDO GAMECUBE AND THE NINTENDO GAMECUBE LOGO ARE TRADEMARKS OF NINTENDO. Microsoft, Xbox and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S and/or other countries and are used under license from Microsoft. All other trademarks and trade names are the properties of their respective owners. *Nintendo GameCube game contains fewer songs.

PASADENA FWY
Downtown
Crenshaw Blvd
Venice Blvd
SOUNDTRACK ON
VYBE SQUAD/KOCH RECORDS
VYBE SQUAD

PRINCE OF PERSIA THE SANDS OF TIME™

PRINCE OF PERSIA: THE SANDS OF TIME IS THE PINNACLE OF PLATFORMERS, AND HERE ARE 15 REASONS WHY IT'LL RULE YOUR WORLD

■ PUBLISHER
UBI SOFT
■ DEVELOPER
UBI SOFT
■ OUT: NOVEMBER 21

ONLINE GAMING

IN A NUTSHELL

This classic series is transformed into a time-travelling, platform-leaping, sword-waving tour de force – and it looks like it's shaping up to be everything that Tomb Raider: Angel Of Darkness wasn't.

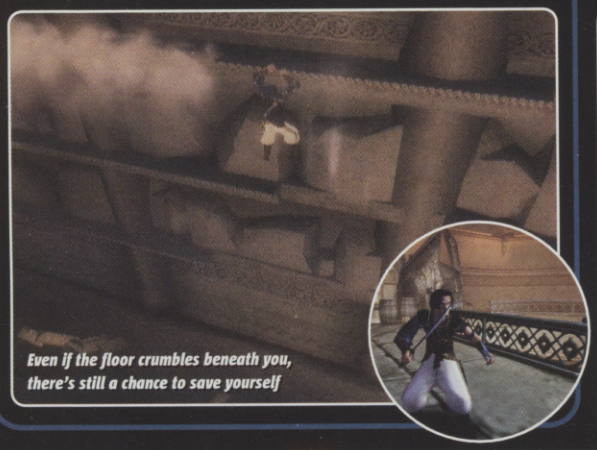
XBOX
GBA
GC
PC

WWW.PRINCE-OF-PERSIA.COM

UPDATE!

1 PERFECT PLATFORMING

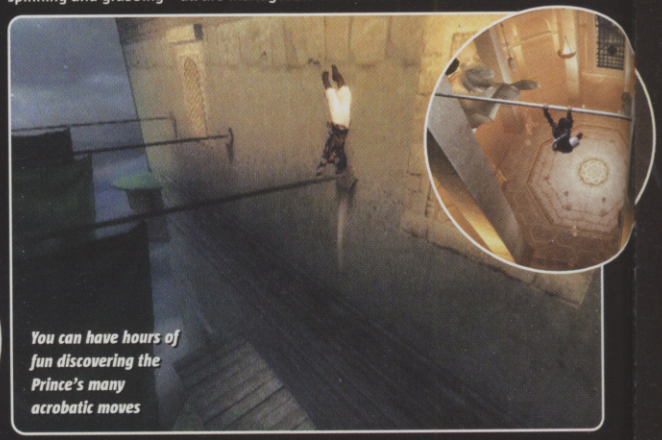
Like all the classic platform games, PoP is harsh but fair. Death-defying leaps abound, but you'll never be expected to make a blind jump, and the Power of Rewind gives you several chances to redeem yourself should you fall.



Even if the floor crumbles beneath you, there's still a chance to save yourself

2 FAULTLESS CONTROLS

After a few minutes guiding the Prince around the beautiful palace corridors, even the most complicated of actions will feel instinctive. Running, jumping, climbing, spinning and grabbing – all are manageable with the merest flick of the wrist.



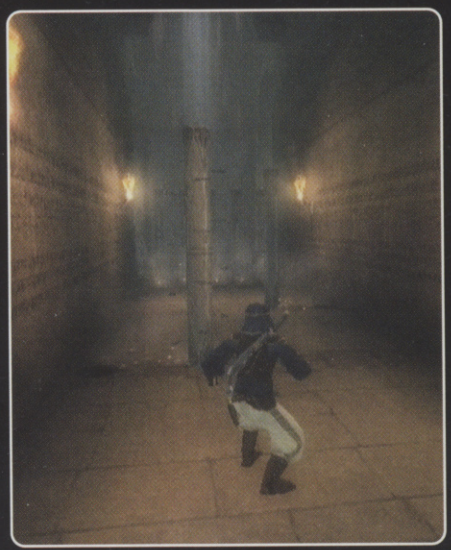
You can have hours of fun discovering the Prince's many acrobatic moves

3 WALL-RUNNING

You'll always remember the first time you press R1 and run up a wall in PoP. You'll probably gasp, possibly whoop, and certainly tilt your head at a funny angle as you watched the Prince defy gravity, bullet time-style.

Don't be surprised if this sparks a wall-running craze in real life. Plasters and bandages optional

4 MOODY MUSIC

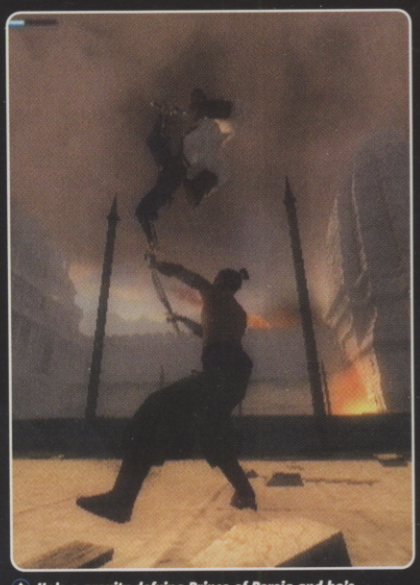


Okay, so you can't tell just by looking, but the music in this section is really cool!

And by moody music we don't mean Radiohead. This boasts an intoxicating combination of haunting ancient Eastern rhythms and modern beats. When you're racing through corridors, dodging blades and scaling walls, the music speeds up along with your heartbeat. In calmer moments the ambient sounds help you regroup and relax.

5 DODGY MOVER

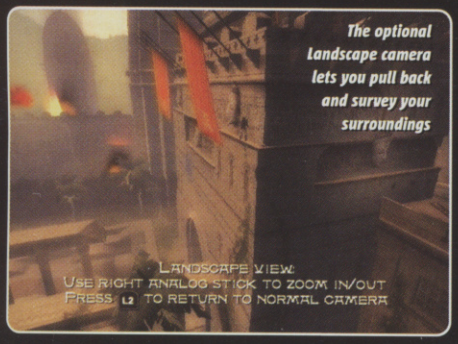
Similar to the Focus moves in Enter The Matrix, PoP's combat Dodge moves transform each and every battle into a thing of sublime, though vicious, beauty. Laugh your face off as you vault in slow motion over your enemy's bewildered and soon-to-be-severed head.



He's a gravity-defying Prince of Persia and he's just trodden on your face, pal

6 CINEMATIC CAMERA

Everything about PoP screams epic cinematic values. When you make a leap, the camera swings round and presents you with the most breathtaking view possible. When you arrive in a new area the camera swoops and soars just like it would in a Hollywood blockbuster.



The optional landscape camera lets you pull back and survey your surroundings

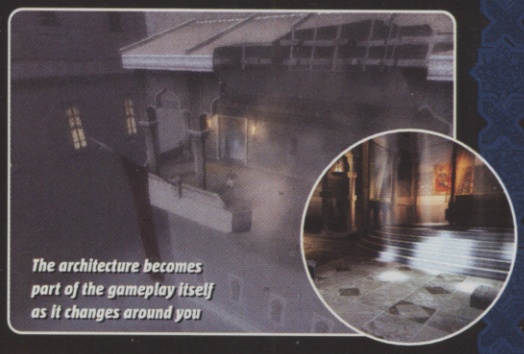
7 YOU AND WHOSE ARMY?

You may be outnumbered, but you're faster, smarter and more acrobatic than the lot of them

You'll frequently be surrounded by multiple enemies, and that's when the fun really begins. Slash one way, twist the next, leap backwards, forwards, slash some more, before finishing it all off with a couple of acrobatic somersaults.

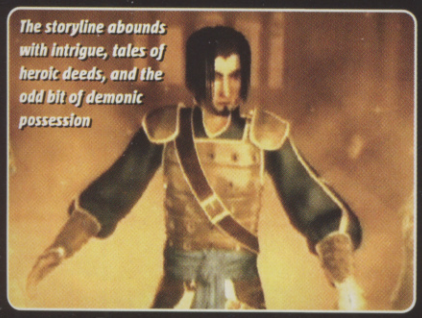
8 MASSIVE ENVIRONMENTS

Although most of the action takes place in a palace, the environments are huge, ranging from vast ornate halls decorated with delicate fountains, to romantic garden settings. The ingenious level design ensures that the action seamlessly flows from one vast area to the next.



The architecture becomes part of the gameplay itself as it changes around you

9 TWISTING STORY

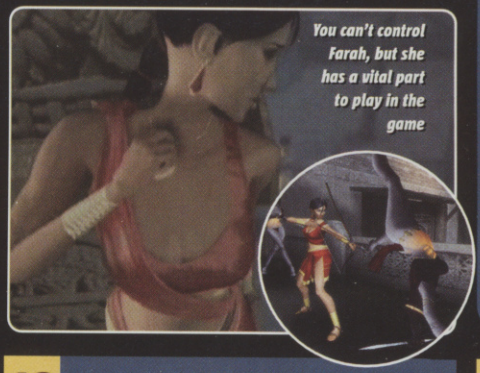


The storyline abounds with intrigue, tales of heroic deeds, and the odd bit of demonic possession

The story is presented visually via stunning cutscenes as well as by the Prince's narration. When you pause the game he even asks you if he should continue his story, and when you try and quit he complains, saying that he hasn't finished his tale yet!

10 FIT-AS FARAH

This beautiful Indian princess's fate becomes entangled with the Prince's when his father ransacks her old man's palace. An unlikely alliance develops between Farah and our hero Prince. She protects him, scolds him, guides him and who knows – maybe even grows to love him?



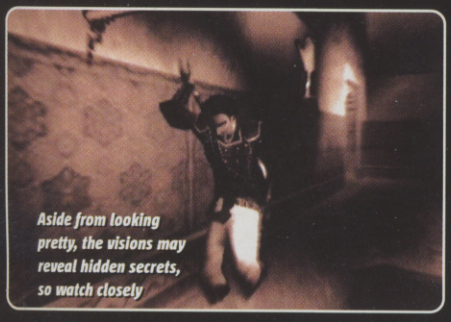
You can't control Farah, but she has a vital part to play in the game

11 THE POWER OF REWIND

Make a silly mistake and you can rewind and start all over again

If only real life was like this. Once you acquire the Dagger, and provided you have at least one Sand Orb, you can press L1 and rewind time. Works wonders if you've just plummeted to your death or been hacked up by an enemy.

12 FAR-OUT VISIONS

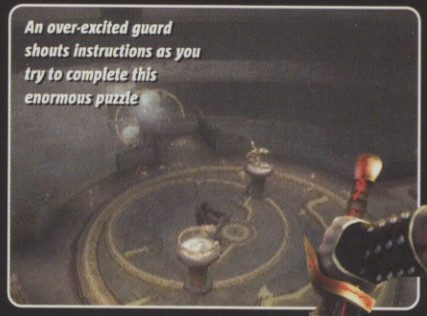


Aside from looking pretty, the visions may reveal hidden secrets, so watch closely

After clearing certain rooms of goons, a mysterious shaft of sand and light appears. Enter one of these to see a sepia-tinged vision of the various hurdles and pitfalls you'll encounter on the next section of the adventure. Sometimes, this provides essential clues to the best route round the forthcoming level.

13 PUZZLES

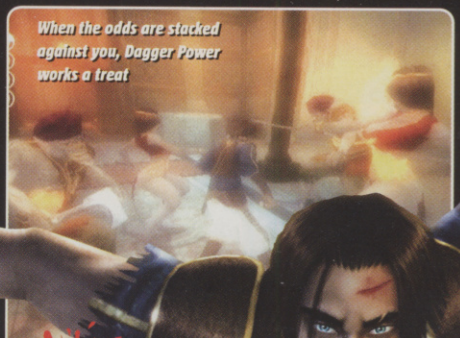
While some puzzles on offer here are of the usual block moving variety, others attempt something much more grandiose. In one amazing example, one huge room becomes a puzzle in itself, as you have to manoeuvre a giant platform into position.



An over-excited guard shouts instructions as you try to complete this enormous puzzle

14 DAGGER POWER

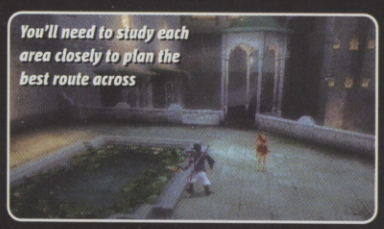
As if the combat wasn't exciting enough already, Dagger Power introduces a whole new range of special moves, including freezing and speeding up time and paralysing enemies – all the better to slash 'em up.



When the odds are stacked against you, Dagger Power works a treat

15 EXPLORING

It seems as though a lot of effort has gone into making PoP feel like an adventure that could have many outcomes. There are usually several different routes that you can take through a level, adding to the overall sense of exploration and discovery.



You'll need to study each area closely to plan the best route across

CVG OPINION

We've been raving about PoP for ages, and soon you'll be able to see why. Should set the standard for adventure gaming for years to come. **Maura**

WE LOVE

- Absolutely stupendous graphics
- Loads of neat little touches
- He's a classic gaming icon

WE HATE

- Not being able to control Farah
- Some parts are really tricky

Zombies are nothing to be afraid of.
Especially after you've beaten them silly
with their own arms.
THWACK!!!
From the Creators of Donkey Kong Country and Banjo-Kazooie
Microsoft game studios
Welcome to Ghoulhaven Hall, the haunted home of the dastardly Baron von Ghoul. It's you and Cooper, battling anything the evil Baron puts in your way. Armed with chairs, pool cues and tables, you'll smash your way through over 50 rooms, crushing Skeletons, kicking Ninja Imps, bashing Vampire Chickens and hordes of other dirty fightin' ghoulies. All the while, trying to avoid being bitten, burnt and even mummified. So take a deep breath and get over your fears, you've got a house to wreck.
Grabbed by the Ghoulies™
RARE
XBOX
it's good to play together
xbox.com/ghoulies
©2003 Microsoft Corporation. All rights reserved. Microsoft, the Microsoft Game Studios logo, Grabbed by the Ghoulies, Banjo-Kazooie, Rare, the Rare logo, Xbox, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation or Rare Limited in the United States and/or other countries. Rare Limited is a subsidiary of Microsoft Corporation. The ratings icon is a trademark of the Interactive Digital Software Association.

Check out the whip weapon. Use it to daze your opponent, then make like a postal worker and strike!

Put some ointment on those sore nipples

ONIMUSHA 3

HOT FROM JAPAN! EXCLUSIVE FIRST PLAY!

- PUBLISHER CAPCOM
- DEVELOPER CAPCOM
- OUT 2004 TBC

ONLINE GAMING

IN A NUTSHELL

Final chapter in Capcom's action adventure trilogy on PS2. Play as both original demon-gloved samurai hero Samanosuke and as a modern cop portrayed by French action hero actor Jean Reno.

WWW.ONIMUSHA.COM

Bad voice acting. Like Beckham and his stoopid haircuts, we don't know how the games industry has got away with it for so long. We still cringe when remembering that Afro-Caribbean guy in Shenmue, and even now there are plenty of new games featuring the voiceover talents of an answerphone.

But as the games industry grows, so videogames are increasingly drawing on the skills of class Hollywood actors: not just licensed stuff like LOTR, but games with no movie connection such as the voice of Ray Liotta in Vice City. Onimusha 3 takes this to a new level, hiring French action hero Jean Reno to lend both his notable acting skills and his face to the part of Parisian Inspector Jacques Blanc fighting the time-travelling demonic Genma hordes.

THE LAST SAMURAI

It's a sly move, since not only does it address criticism of the voicing in Onimusha 2, but makes the gameplay feel more like a Hollywood blockbuster in its own right, as we found out when we got to try the first playable demo in Japan this month.

We asked series producer Keiji Inafune: why Jean Reno? "We chose him because both European and Japanese gamers know him." So why not use Bruce Willis? "Because Bruce Willis isn't French." Given the storyline, fair enough. Reno's character is also entirely new. "It's not something that you've seen in his movies."

As the plot unravels you play as both returning original hero Samanosuke or Blanc. Old hands will feel right at home playing as the samurai, but Frenchman Jacques plays faster and kicks ass with a Castlevania-esque energy whip that slashes enemies above and below and aids in swinging across chasms. Jacques also carries a gun for finishing off fallen foes stylishly.

You'll be jumping between Japan in 1582 and Paris in 2004 throughout the game. "You get to select which area you'd like to jump to as you play," says Inafune-san. Despite this, don't expect a multi-path story this time. "There will be one path through the game, but this game is twice as big as Onimusha 2."

This mix of East, West, past and present is different from what fans have come to expect. While Capcom has no worries about the reaction from Japanese gamers, Inafune-san comments "We're unsure of how the game will be received in Europe."

Well, stay calm, wise one. From what we've seen, there shouldn't be a problem.

PURDY AS A RENO-IR

The cutscenes look amazing as usual, but more excitingly Capcom has now ditched pre-rendered backgrounds in favour of 3D environments, offering greater freedom of movement.

"We wanted to make the game full 3D from the first one, but at that time it was difficult. We think we've reached the maximum of what the PS2 can do with this game," said Inafune-san.

Jean Reno's last major Hollywood role was in Rollerball. Oh dear. Perhaps this game is an attempt to catch the eye of Spielberg for the new Indy film

CVG OPINION

One of the best looking PS2 games to date, and one of the best from Tokyo Games Show as well. Even Onimusha virgins should check it out. **Anoop G.**

WE LOVE

- Mix of the new and the old
- Jean Reno's whip
- Twice the size of number two

WE HATE

- Is this really the last one?
- Only one storyline
- It's not coming out till next year

ON RARE!

Yes!

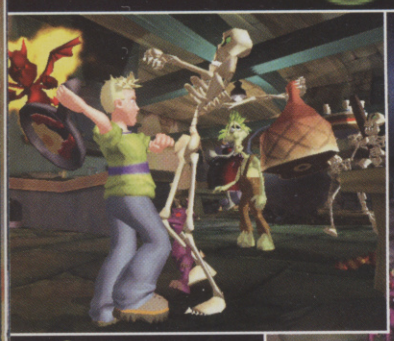
Mmm...

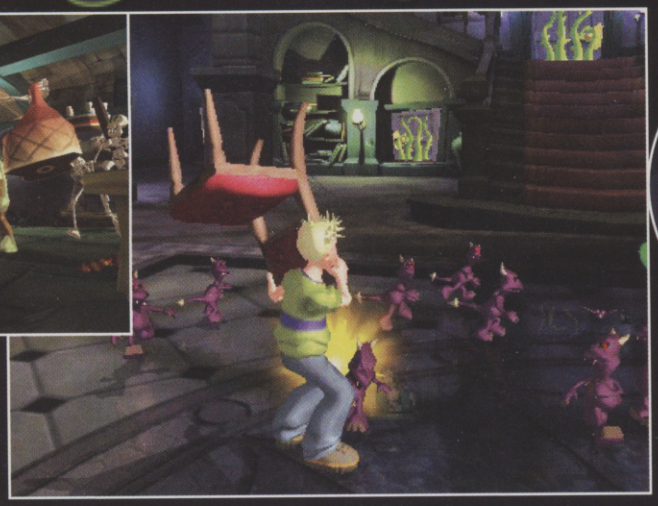
Tingling

Xxxx...

EXCITE METER

GRABBED BY THE GHOULIES





It's a fatty's nightmare, this waste of good food

It's always the tiny enemies that cause the most headaches

- PUBLISHER MICROSOFT
- DEVELOPER RARE
- OUT: NOVEMBER 14

ONLINE GAMING

IN A NUTSHELL

You're stuck in a spooky mansion and have to rescue your pal and neutralise spooks on the way. It's a bit like Luigi's Mansion crossed with Scooby Doo, which is a prospect not everyone will be excited about.

XBOX

WWW.RAREWARE.COM

It's probably just as well that Rare split with Nintendo before Grabbed By The Ghoulies came out. It's a lot like Luigi's Mansion y'see, and we reckon Luigi's got the market for fairly average spook 'em ups sewn up on Cube. On Xbox, however, there's definitely room for a simplistic, comedy spooky mansion game. Or perhaps you might think so if you're under 12 years old.

Okay, so we're being a bit harsh, but we reckon you'll be expecting a lot more from Rare's first Xbox game. It's all very basic – explore a haunted, trap-filled house using weapons and items you find lying around to smack up the humorously animated spooky enemies. Win mini-challenges and collect keys to progress. Wow.

PETRIFIED PUNCHBAG

Fighting is fairly dumbed down too. Use the left stick to move your hero Cooper (calm down, Mike!) around and push the right stick in the direction you want to aim an attack. That's it. Combos are automatic (though impressive) and using furniture to punish the ghouls is fun. But we wonder at the depth on offer in the final game.

Most disappointing is the inclusion of on-rails sections where you walk automatically along corridors waiting for ghosts to jump from paintings and spook Cooper, with you having to hammer a button combo to avoid the scare. Bizarre. And boring.

HAMMY HOUSE OF HORROR

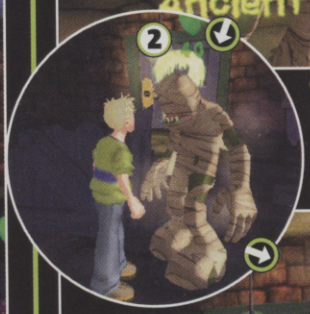
Typically for a Rare title, Grabbed By The Ghoulies looks like it will be a superbly produced game, if not a very complex one. The stylised comic book theme is carried right through from start to finish, and there are some pretty funny moments, in a silly schoolboy humour kinda way. Which pretty much says it all – one for younger players, we reckon.

DEATH BY MUMMY!

A large part of the fun in Ghoulies is found in the character animations and comedic fighting.

Whether you're bashing rats with dustpans or reducing skeletons to dust with pool tables, you're likely to be smiling the whole time.

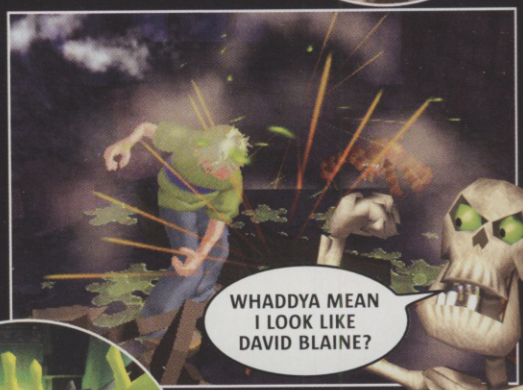
An intro for each beast lets you know what you're fighting



It's probably not a good idea to smooch up for a kiss

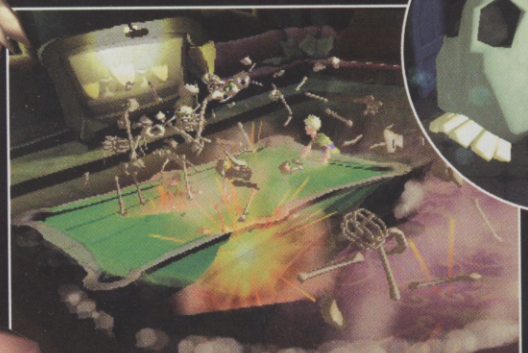
So kick him in the knackers quickly then run away

If you're not quick enough your bandaged buddy will mallet you



The game is at its best when there's a load going on

Get spooked by the moose head and you have to react quickly



Grab the pool table and twirl to destroy the skeletal threat. Coolio!

CVG OPINION

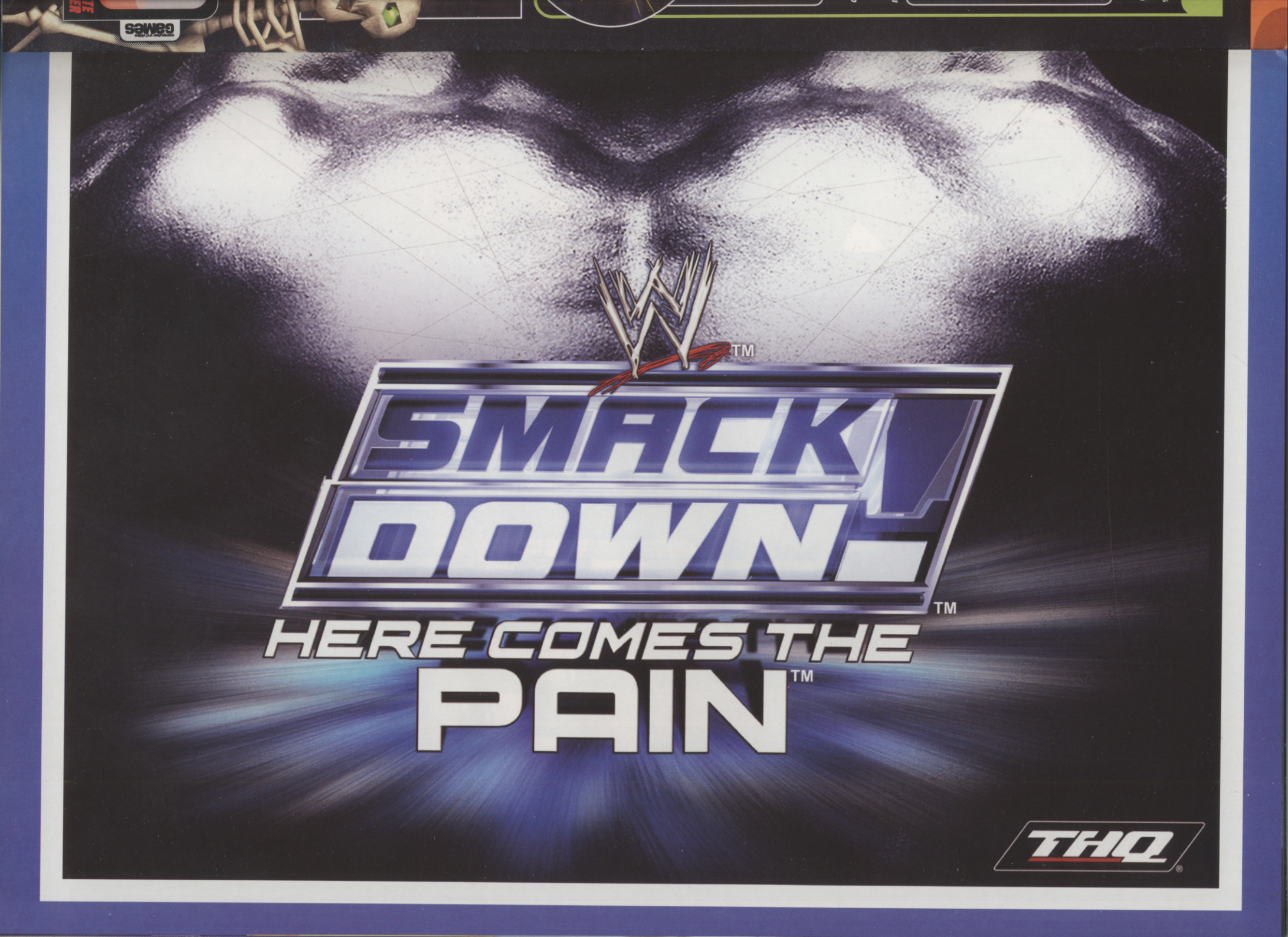
Shaping up to be a neat enough little title, but the anticipation for Rare's first Xbox outing might prove Ghoulies' undoing. It's no Perfect Dark. **Lee**

WE LOVE

- Loads of weapons and objects
- Nice touches of juvenile humour
- The huge mansion looks great

WE HATE

- The on-rails sections are lame
- Simple enough for a baby
- Room by room gameplay sucks


W
SMACKDOWN!
HERE COMES THE PAIN
THQ

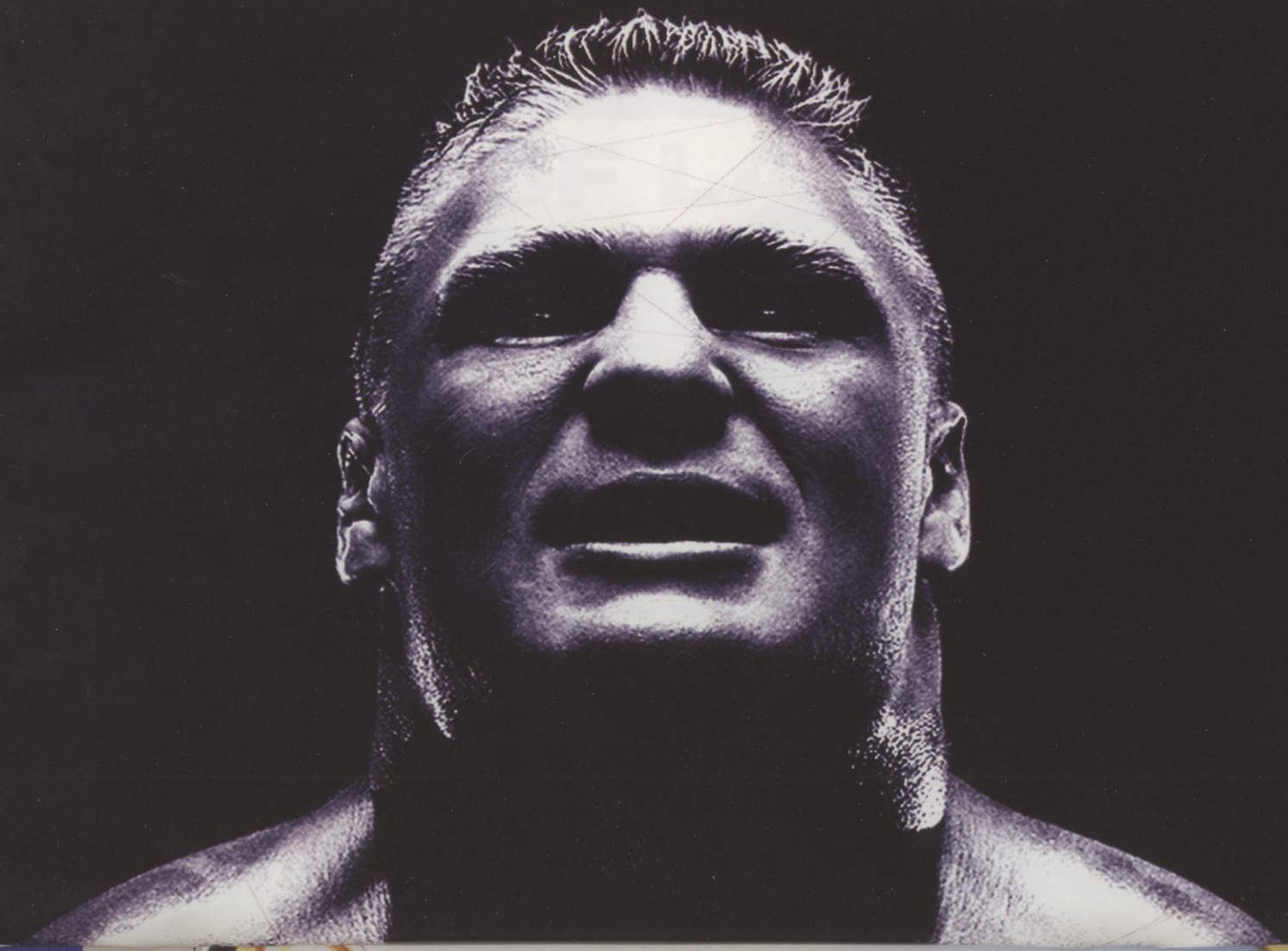
TRUE CRIME™

STREETS OF LA™

computer and video
GAMES

computer and video

GAMES



BANJO IS BACK

NGC STAR GAME

90% NGC

'GO BUY NOW. YOU WON'T REGRET IT!'

91% ADVANCE

BANJO-KAZOOIE®

Grunty's Revenge

Experience Banjo and Kazooie's handheld debut, the third game in the well-loved series from Rare®, authors of Banjo-Kazooie®, Goldeneye™ and Perfect Dark®

RAREWARE

GAME BOY ADVANCE

THQ

www.rareware.com

© & (p) 2003 Rare Limited. All rights reserved. Licensed by Nintendo. Rare, the Rare logo, Banjo-Kazooie, and Perfect Dark are either registered trademarks or trademarks of Microsoft Corporation or Rare Limited in the United States and/or other countries and are used under license from owner. Rare Limited is a subsidiary of Microsoft Corporation. Exclusively licensed and published by THQ Inc. THQ and the THQ logo are trademarks and/or registered trademarks of THQ Inc. All Rights Reserved. All other trademarks, logos and copyrights are property of their respective owners. Game Boy Advance and the Game Boy Advance logo are trademarks of Nintendo. © 2003 Nintendo.

GET THE MOST OUT OF THE GAMES YOU'VE GOT

EXTENDED PLAY

Fancy nabbing yourself a few more Splinter Cell missions? An extra little cemetery in Buffy? Then CHEAT! If you've been brought up properly you don't need us to tell you...

F-ZERO GX

Wanna unlock secret stuff for even more mind-melting speed? Here's how...

Beat Story Mode on Hard

Beat Story Mode on Very Hard

Beat every single Grand Prix on Master

Finish Story mode

Win Ruby, Sapphire and Emerald on Standard

Win Ruby, Sapphire and Emerald on Expert

Beat the AX cup

SPLINTER CELL
EXTRA MISSIONS

Link your GBA to your GC (with GC Splinter Cell) and you can download extra missions.

BONUS MISSIONS

Beat the first five levels with a completion rate of 60 per cent or more and you'll unlock the first bonus mission. Unlock the second by finding all the safes.

TRON 2.0

To open up a whole lot of new stuff in this stylish shooter, enter the following codes after pressing the talk key:

ALL WEAPONS, HEALTH AND ENERGY
mpkfa

FULL HEALTH
mphealth

FULL ENERGY
mpammo

LEVEL SKIP
mpmaphole

INVINCIBLE
mpgod

SPACE CHANNEL 5, PART 2
CPU PLAYS FOR YOU

Pause the game and hold down L1+R1 then tap Circle, Triangle, Square.

MIDTOWN MADNESS 3
UNLOCK ALL CARS

In the car select menu press in the left analogue stick then quickly press L1, R1, L1, L1, L1, R1, R1, R1, L1, L1, R1, R1.

BUFFY THE VAMPIRE SLAYER: CHAOS BLEEDS

There are a whole lot of characters, items, levels and assorted gubbins to unlock for use in the multiplayer game. Here's a pretty extensive guide.

UNLOCK	HOW
Cemetery	Finish mission 2, Slayer rating
Initiative	Finish mission 8, Slayer rating
Quarry	Finish mission 11, Slayer rating
Anthony Stewart Head Interview	Finish mission 1
Amber Benson Interview	Finish mission 2
Nicholas Brendan interview	Finish mission 3
Robin Sachs interview	Finish mission 4
Chaos Bleeds comic book	Finish mission 5
James Marsters voice-over session	Finish mission 6
Anthony Stewart Head voice-over session	Finish mission 7
Amber Benson voice-over session	Finish mission 8
Nicholas Brendon voice-over session	Finish mission 9
Robin Sachs voice-over session	Finish mission 10
Joss Whedon voice-over session	Finish mission 11
Out-takes	Finish mission 12
Male Vampire	Finish mission 1, Pro rating
Female Vampire	Finish mission 1, Slayer rating
Zombie Skeleton	Finish mission 2, Pro rating
Zombie Demon	Finish mission 3, Pro rating
Tara	Finish mission 3, Slayer rating
Bat Beast	Finish mission 4, Pro rating
Zombie Devil	Finish mission 4, Slayer rating
Materani	Finish mission 5, Pro rating
Psycho Patient	Finish mission 6, Prof rating
Sid the Dummy	Finish mission 6, Slayer rating
S&M Slave	Finish Mission 7, Pro rating
S&M Mistress	Finish mission 7, Slayer rating
Faith	Finish mission 8, Pro rating
Zombie Soldier	Finish mission 9, Pro rating
Kakistos	Finish mission 9, Slayer rating
Abominator	Finish mission 10, Pro rating
Chainz	Finish mission 10, Slayer rating
Zombie Gorilla	Finish mission 11, Pro rating
Joss Whedon	Finish mission 12, Pro rating
Chris	Finish mission 12, Slayer rating

YOUR BEST TIPS

If you've got a star-quality tip that you want to share, or if you'd like our resident expert Barny to answer a query, send it to us at:

CVGTIPS@DENNIS.CO.UK

CVG TIPS
COMPUTER AND VIDEO GAMES,
DENNIS PUBLISHING,
30 CLEVELAND STREET,
LONDON, W1T 4JD

WARIO WORLD
BEST CASTLE

Find 40 Spiritlings before beating last boss to unlock this peach.

SELECT 1: DODGE BALLS
Find eight treasures in Greenhorn Ruins

SELECT 2: UFO ASSISTANCE
Find eight treasures in Wonky Circus

SELECT 3: JUMPING ROPE
Find eight treasures in Beanstalk Way

SELECT 4: MUNCH A BUNCH
Find eight treasures in Pecan Sands

TRIAL VERSION 1: WARIO WHIRLED
Find eight treasures in Greenhall Forest

TRIAL VERSION 1: HEADS UP
Find eight treasures in Horror Manor

TRIAL VERSION 1: GOLD DIGGER
Find eight treasures in Shivering Mountains
TRIAL VERSION 1: LICKETY SPLIT
Find eight treasures in Mirror Mansion

RTX RED ROCK

Input the following cheats at the Codes Screen:
ITEMS
Right, Right, Right, Right, Right, Left, Left, Left, Up, Up
DIFFICULT MODE
Down, Up, Up, Up, Up, Up, Up, Up, Up, Down
EASY MODE
Up, Down, Down, Down, Down, Down, Down, Down, Up
NORMAL MODE
Up, Down, Up, Down, Up, Down, Up, Down, Up, Down

SOULCALIBUR II

ARCADE EXTRA MODES
Can't get enough of this full-on bruiser? Neither can we. Beat Arcade mode to unlock the following cool stuff: Extra Arcade mode, Extra Vs Battle mode, Extra Vs Team Battle mode.
EXTRA CHARACTERS
The following characters cannot be used in Arcade or Story modes, and have no command list. They are all unlocked through Story mode. Berserker is unlocked by beating Stage 1 of Subchapter 1. Assassin is unlocked by beating Stage 2 of Subchapter 3. Lizardman is unlocked by by beating all stages of Subchapter 2.
EXTRA MODES
The following are unlocked by beating the following parts in Story mode:
Extra Practice mode: Stage 1 of Chapter 1
Extra Time Attack mode – Standard: Stage 1 of Chapter 5
Extra Survival mode – Standard: Stage 5 of Chapter 6
Extra Time Attack mode – Alternative: Stage 4 of Chapter 9
Extra Team Battle mode: Stage 1 of Subchapter 1
Extra Survival mode – Death Match: Stage 3 of Subchapter 3
Extra Time Attack – Extreme: Stage 1 of Extra Chapter 1
Extra Survival mode – No Recovery: Stage 2 of Extra Chapter 2
ARENAS
The following are unlocked by beating the following parts in Story mode:
Lakeside Coliseum: Stage 3 of Chapter 1
Money Pit: Stage 1 of Chapter 4
Labyrinth: Stage 6 of Chapter 6
Hwangseo Palace: Stage 2 of Chapter 7
Egyptian Crypt: Stage 5 of Chapter 8
SUB-CHAPTERS
The following are unlocked by beating the following parts in Story mode:
Sub-chapter 1: Stage 3 of Chapter 3
Sub-chapter 2: Stage 3 of Chapter 4 twice
Sub-chapter 3: Stage 2 of Chapter 8
Subchapter 4: Stage 3 of Subchapter 3

ZONE OF THE ENDERS: THE 2ND RUNNER

Want some more robotic bang for your buck? Well, nothing comes easy in this world, so get ready to work for your rewards.
VS MODE
Finish Episode 1
JEHUTY
Beat Deimos station stage
MULTIPLE MECHS
Finish the game once to unlock the following: Jehuty Ver.2, Damaged Jehuty, Vic Viper, Ardjet, Nephtis, Anubis
NAKED JEHUTY
In the second part of Way to Aumaan get to the final gate. Look at the bottom and you'll see a place blocked by red lasers. Head left and shoot to deactivate the lasers. Go in and defeat Naked Jehuty and get its icon
INHERT
Finish the game once and start a new game. Go through the underground section of Lloyd's City. In the second part before reaching Lloyd wait for the pillar to retract, then duck in and grab the icon
AUMAAN ANUBIS
Finish the game and start a new game with all subweapons equipped. Go to Margrifer to where you unlock the gate. Go left, there is a dead end on the way to the generator. Use the Vector Cannon to destroy the blocking stones. Fight your way to Aumaan and defeat it.

REALLY STUCK?

Absolutely stumped on a game? Ridiculed by your mates? There is hope!

THE COMPUTER AND VIDEO GAMES TIPS HELPLINE
0906 466 4659

Open seven days a week, 8am-11pm. On the very rare occasion that they can't help, your query will be passed on to a support team, who guarantees to find you an answer within 24 hours.
Calls cost £1.50 per minute at all times. Charges will appear on your standard telephone bill. If you do not pay the bill yourself, seek permission from whoever does before calling. In case of problems, please call Customer Services on 0870 800 6155.

BARNY'S PROBLEM CORNER

Is your brow furrowing, an ugly crease forming? Allow Barny to sort out all your problems, just don't ask him how babies are made...

FREEDOM FIGHTERS

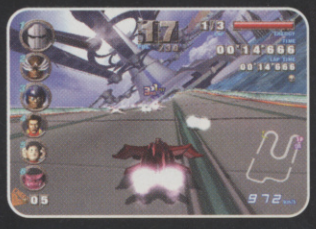
Q. On the TV Station there's this massive tank that keeps killing me. I managed to run past it once but I want to kill it, so can you tell me how please?
Chris, Kent

A. *There are some partially ruined buildings on the left in the street before the tank appears. In the room on the corner nearest the tank is a rocket launcher. Equip this and then go upstairs and look out of the window. The tank will point its turret in your direction and start firing. Duck out of sight and run down to the street. When you appear in the street the tank will turn its gun down towards you. While it's doing this, fire a few shots at the tank and it will explode before it manages to train its gun on you*

F-ZERO GX

Q. I'm on Chapter 8 of Story mode and it's impossible. You have to beat this other racer through some tunnels, but it's impossible as he goes way too fast round every corner. I can't get anywhere near him, so I'm guessing there's some obvious trick like a shortcut or something that I've missed.
Darren, York

A. *Sadly there's no trick to this – it's just hard. You can corner faster than the other driver by using a spin attack just before you reach the corner (makes no sense, but it works). This takes a bit of practice, but once you master it you'll be whizzing round tight corners without having to slow down much. As soon as you're round the corner use a boost. Stay near the other driver until the last half of the final lap then use the above techniques to get past him.*



LEGEND OF ZELDA: THE WIND WAKER

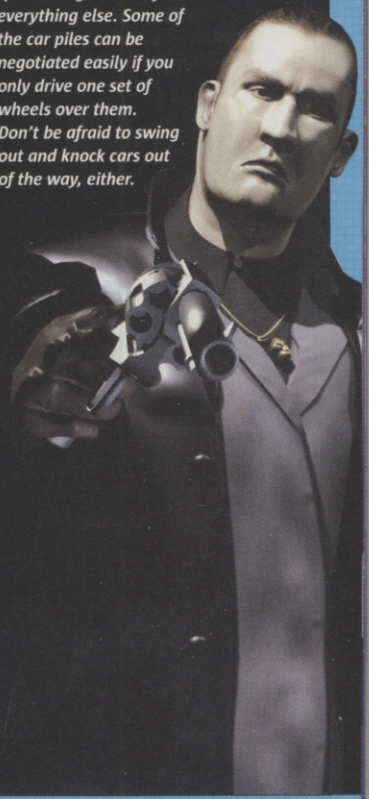
Q. I have to pay that small clown Tingle to translate the maps for me, but he charges tons of Rupees. I've got him to translate a few of them, but now I'm broke and finding it hard to get such vast quantities of Rupees to pay the little git.
Crazy Dave, via email

A. *Yes, he's annoyingly expensive. Your best bet to get some cash is to search for normal treasure maps then find the treasures that are hidden in the sea. Most of the hidden treasure chests contain 200 Rupees. Finding a few of these will help no end, and you'll probably pick up lots of Rupees as you go as well. Make sure you have the largest wallet (use Tingle's Chart to locate two islands where you'll get these from Great Fairies), so you can carry masses of cash with you.*

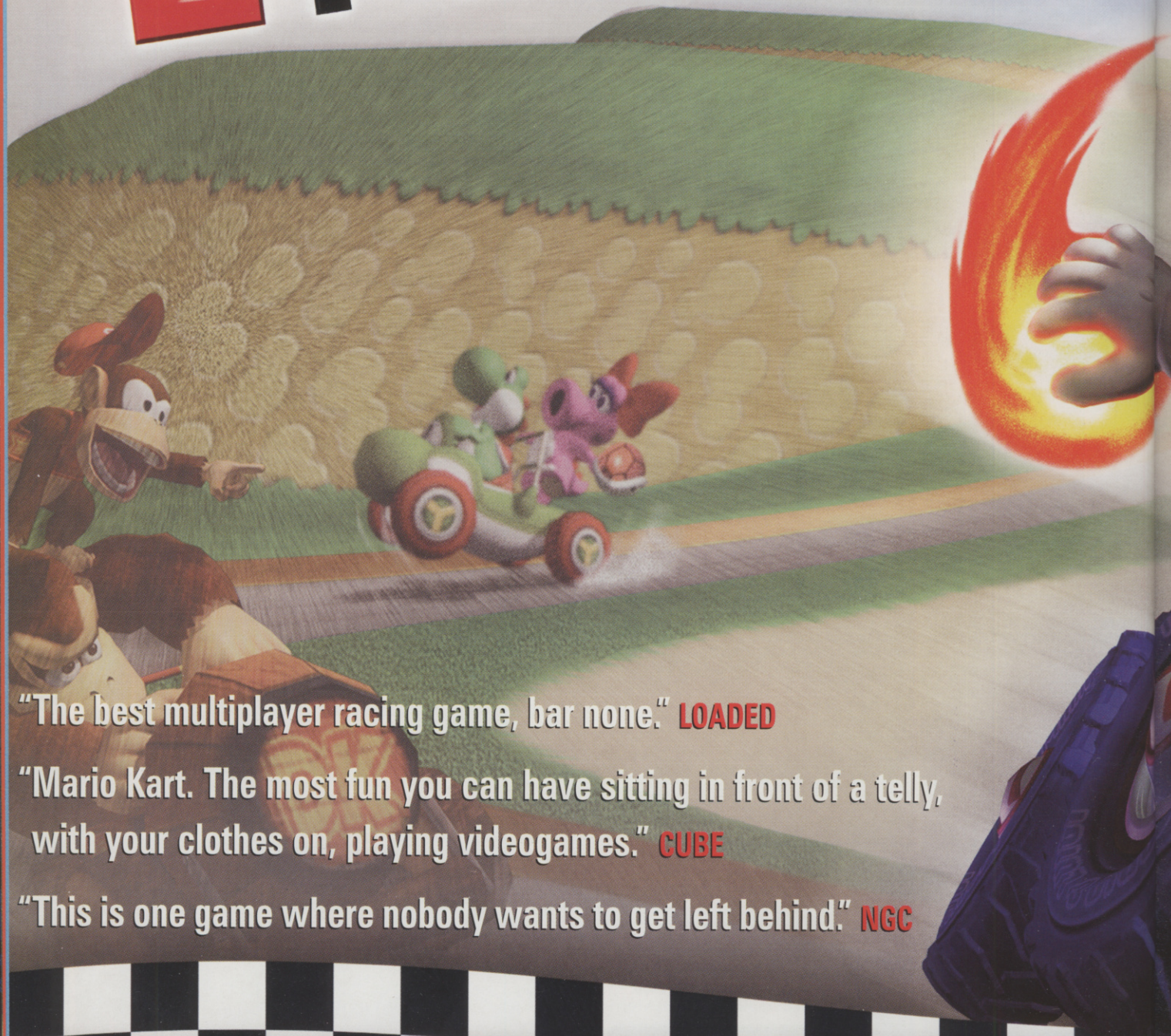
STUNTMAN

Q. Stuntman is really annoying me, it's so stupidly hard. I'm stuck on this bit called Dare Devil Stunt Shows where I have to drive a monster truck around a circuit. Help us out else the game's going in the bin.
Alex, Scotland

A. *The trick to beating this is to not drive too fast. Take the jumps at full speed but go slower for everything else. Some of the car piles can be negotiated easily if you only drive one set of wheels over them. Don't be afraid to swing out and knock cars out of the way, either.*



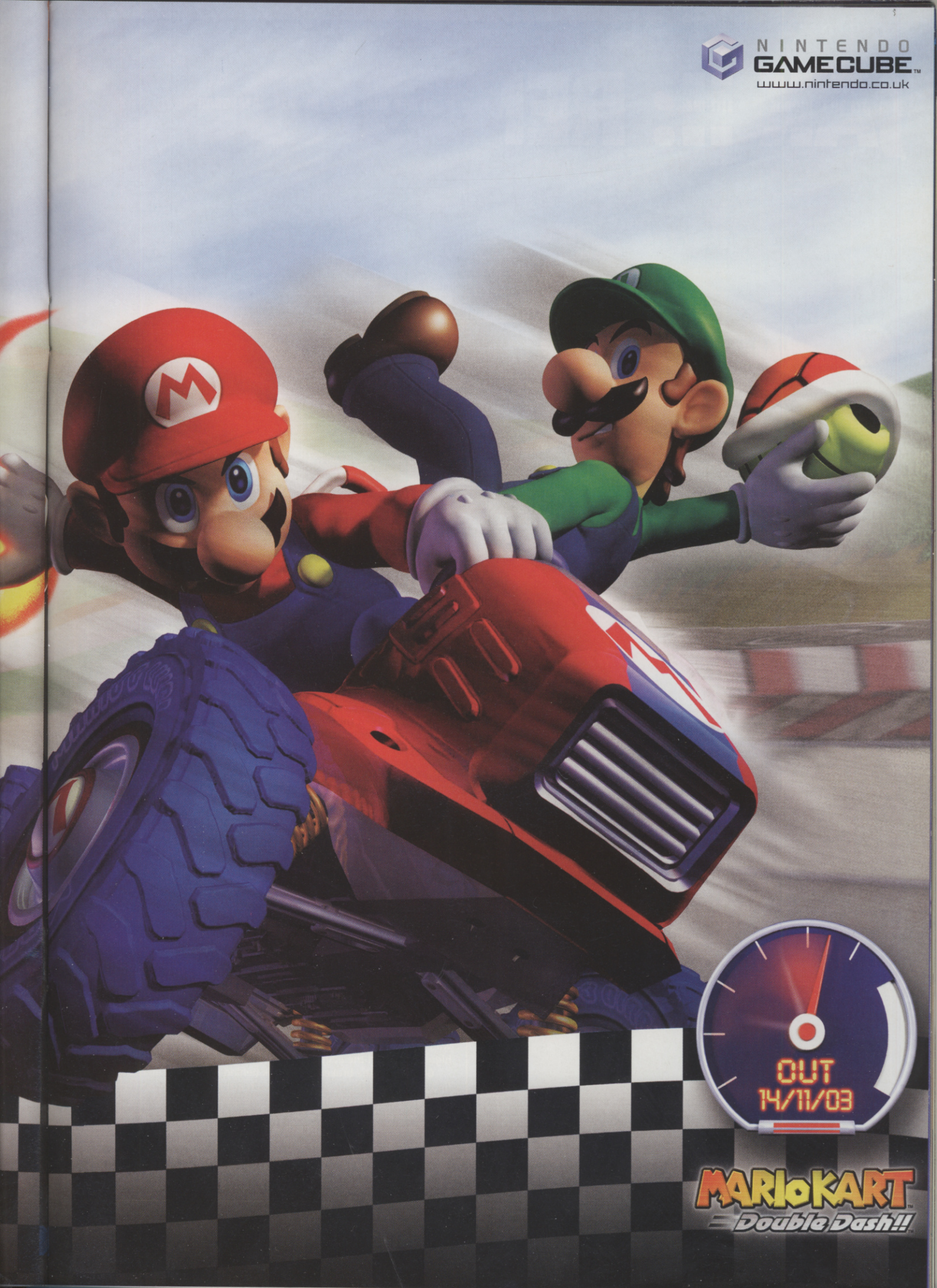
2 FUN 2 FURIOUS



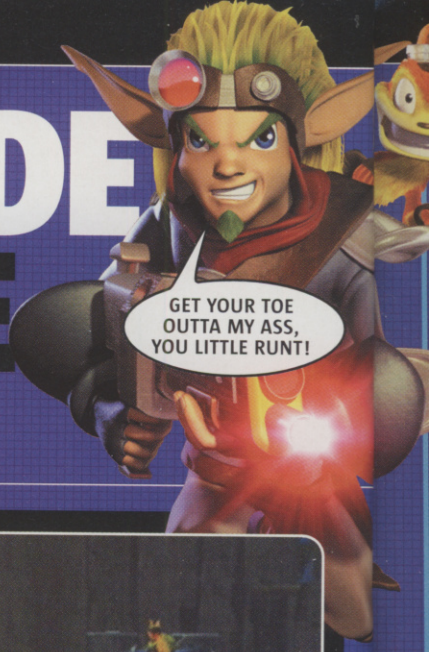
"The best multiplayer racing game, bar none." **LOADED**

"Mario Kart. The most fun you can have sitting in front of a telly, with your clothes on, playing videogames." **CUBE**

"This is one game where nobody wants to get left behind." **NGC**


NINTENDO
GAMECUBE™
www.nintendo.co.uk
OUT
14/11/03
MARIO KART
Double Dash!!

JAK II: RENEGADE PLAYERS' GUIDE



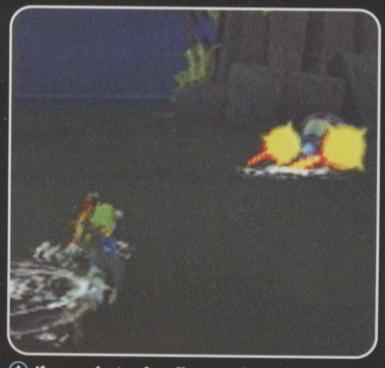
It's worth playing this game for the cutscenes alone. So here's a walkthrough of the tricky bits from Barny Zoeller

1 FIND PUMPING STATION VALVE

Straight ahead is a dripping pipe. Go to the left and look behind it for an Orb. Go back to the beach and look right for an open-ended rectangular-shaped pipe. Jump inside for another Orb. Jump in the water to the right and swim round the side to find another Orb.

Go back and swim in the water on the right. Jump onto the first mini-island and make your way to the top of it where you'll find an Orb. Return to the beach and look in the water to the left for an Orb. Swim round to the next beach then climb the ramp on the right. Jump in the water and swim forwards to retrieve another Orb.

Return and follow the shore to the middle of the area. Climb up and jump over the electrical current moving across a pipe. Do a rolling jump to get safely past the double current. Follow the route round to the valve then return to Haven City after the cutscene.



If you swim too far off course then this robot dude will zap you dead in an instant

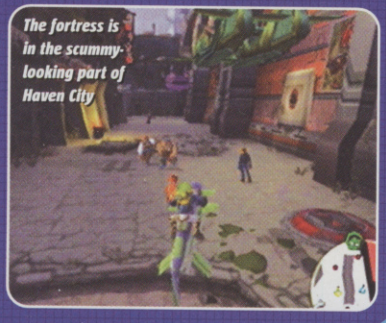
Do a double-jump to safely pass over the deadly double electric current

2 BLOW UP AMMO AT FORTRESS

As soon as you go left a tank starts chasing you. You need to avoid its gunsight. Let the targeting sight settle, then move quickly away and it should miss. Rolling jumps will help you clear the first section. As soon as the tank bursts through the fence you also have to jump over the infra-red lines.

Climb the crate at the end and swing up to the ledge. Cross the platform and jump attack the glowing bulbs in the middle of each revolving set of platforms. Once the energy field is down, go through then jump across the moving platforms. Jump the spikes then break through the floor and get on the conveyor. Jump onto the moving platforms then onto the boxes behind.

Go up and through the door and get a security pass. Roll away from the tank towards the cylinder object in the middle. Hide behind it. The tank will try to shoot you but will hit the missile-cooling pipes. Once all four are destroyed you have 10 seconds to exit the room.



The fortress is in the scummy-looking part of Haven City

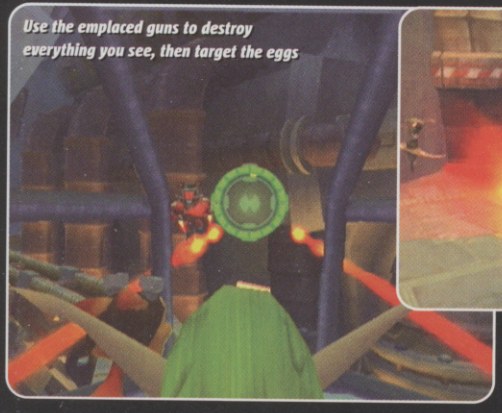
3 PROTECT SIG AT PUMPING STATION

Follow Sig around and kill the creatures that attack him. After he blows the fuel tank, run forwards and jump on the raised platform when he tells you. Cross over and protect him from being hit while he charges his gun.

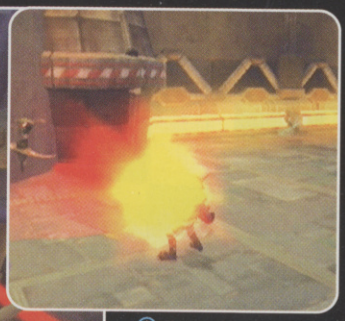
There are a lot of Metalheads on the next beach. Charge in with your gun and blast them. Follow Sig and cover him whenever he's charging his gun. Don't always go for the kill — use your gun to knock creatures backwards then shoot the next closest one rather than chasing one too far away to be an immediate threat. Afterwards, return to Haven City.

Metalheads leave Skull Gems behind the first time you kill them...

...When you have enough go and see the oracle to get a new dark power



Use the emplaced guns to destroy everything you see, then target the eggs



These spinning Metalheads can be dispatched with a single simple shot

4 DESTROY EGGS AT DRILL PLATFORM

Run to the lift. At the top use the gun to shoot all 50 eggs. Shoot the wall in front as well. At the bottom of the lift is an Orb. Climb onto the high platform at the edge and look behind some boxes for another Orb.

Go through the broken wall. Look behind the barrels on the left to find an Orb. Use the nearby barrels to reach the walkway and cross over. Bash the red switch at the end and quickly jump onto the platform and then up to the top. Do the same for the next switch, only have your gun ready this time.

Cross the bridge and take the next lift up to another gun platform. Shoot the eggs and flying guardians, then go to the bottom. Get the Orb by the barrels, then jump onto the platform. Kill the shield carrier, hop across some falling platforms and use the lift to reach another gun and destroy all the guardians and eggs. Take the lift to the bottom and find an Orb. Go round and use the warp. Return to Haven City.

5 FIND SHARD/GEAR/LENS IN MOUNTAIN TEMPLE

Go through the warp. Shoot the moving platform to turn it around and jump on it. Take the next platform down and go left. You will fight a tough Metalhead. Use the second gun upgrade and shoot it when it rears up on its hind legs. Roll to avoid it when it charges towards you.

Press the switch that appears when it dies and continue to follow the path to the end. After the path breaks, use the floating platforms to reach the higher ledge. Jump across to the pool and get the Orb in the middle. Follow the path and kill the beast at the end. Press the switch and jump up on the new platforms. There is an Orb in the pool at the top. Enter the structure to get the Lens. Take the nearby platform back down to near the start. Take the right path. When you reach some small ledges, a never-ending stream of small Metalheads will attack. Keep killing them until no more Skull Gems appear, then blast your way to the next area.

Kill the shield carrier and get the Orb behind it. When you reach the boxes, punch them. Always punch in the direction of the next box so you form a path leading to it. You can punch the second to last to the right, and then do a rolling jump to the ledge. Kill the Metalhead on the top platform, then drop off to the side and grab three Orbs hidden behind a tree.

Make your way back to the platform and go through the gate and collect the Shard. Return to the start and take the middle exit. Shoot the platforms and kill the creature at the bottom. Press the switch and climb up. Collect the Orb behind the tree. Follow the path and make your way up the ledges while avoiding the falling boulders. Follow the path to the end and get the Gear. Return to Haven City and talk to Krew.

After you get the first object, use the handy lift as a shortcut back to the start

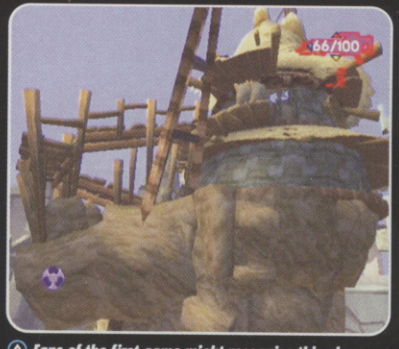
If you fall into the dark you will be instantly vapourised!

6 SHUTTLE UNDERGROUND FIGHTERS

Drive to a marker and pick up a passenger. You will need to come to a full stop when you pick them up and when you drop them off. Make sure you are driving a bigger vehicle that can soak up a few hits before exploding, as killing your passengers will fail the mission. Each time you drop off a passenger make sure you find a new vehicle. Talk to Torn afterwards and he'll give you the Vulcan Barrel upgrade.

You get to be a taxi driver in this game. You don't get to fleece your passengers, though

7 DEAD CITY



Fans of the first game might recognise this place

Go straight ahead and climb the wooden scaffold. Cross the platforms and use the Vulcan to kill the Metalheads. If you have trouble with this, stand at the edge and hold down the fire button.

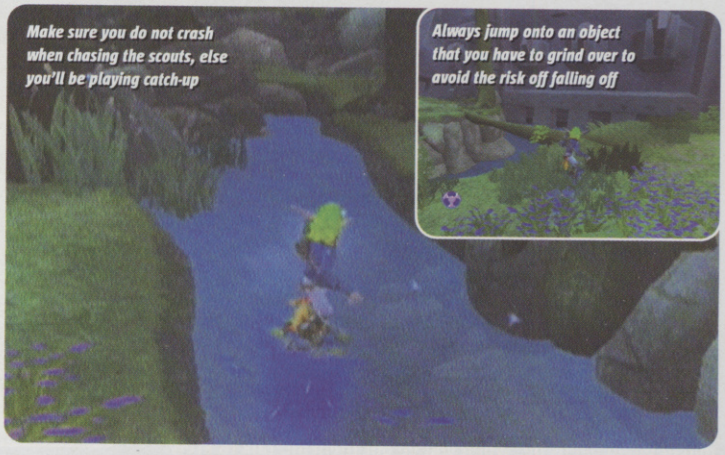
After you kill each one, move slowly forward and target the next closest. Never get in range of all of them. Hop across the bobbing platforms then climb up and around. Follow the route until you get a cutscene, then return to Haven City.

8 CATCH SCOUTS IN HAVEN FOREST

In the entrance you get the jet board. Go through the warp. At the top, ignore the lit platform and go right. Take the right route when you reach the bottom. When you reach the dark eco pool (where you had to punch the boxes to make a walkway), use the jet board to hover over the eco and collect the three Orbs round the corner. Jet board on the eco again and find another grassy area. Follow the path to get five more Orbs.

Now return to the lit platform and ride it to a new area. Stick to the right and head down to the waterfall and get the Orb. Jet board along the stream. Just after the bridge there is an Orb in the water. Board over each bit of water and you'll find another six Orbs. Go back to the waterfall. Search this area and you'll find a scout. Chase it on your jet board and crash into it. This will kill it.

Follow the stream to the next area, check your map and catch the next scout. The scouts often fly over places where you have to jump over or grind along tree trunks. When you reach the bottom of the dam look for an Orb in the corner. The remaining scouts are around the dam.



Make sure you do not crash when chasing the scouts, else you'll be playing catch-up

Always jump onto an object that you have to grind over to avoid the risk off falling off

9 ESCORT KID TO POWER STATION

You need to do this on foot, so use the first gun to blast the guards at close range. This way you can hit more than one at a time. Fire two shots at a time to make sure you kill them. Switch to the Vulcan when there are no guards nearby and blast all the ones in the distance.

Never go too far away from the boy else he'll be arrested. After a short walk, get on the zoomer and go to the marker, where you'll need to protect the boy while he runs up the ramp. Keep your eyes on the radar and shoot into the screen if the radar indicates there are guards there, even if you can't see them. You will be rewarded with the Air Train Pass.

One shot will knock the guards flying backwards — the second will kill them

You can even fire your guns from a vehicle, but it's much harder to shoot anything when you're doing this

10 BLOW UP STRIP MINE ECO WELLS

As soon as you start get on the jetboard and drive straight ahead. Go over the dark eco and head up the metal crane and grind on the wire supporting the moving mine carts. Grind right and jump onto the ledge. In front of you is an eco well. Hover straight at it and press and hold X when you reach the top of the ramp. Jak will automatically chuck the bomb inside the well.

Go to the left and jet back to the main area. Go over the dark eco again, only this time follow the sloping path. Avoid the obstacles and get to the end where there is another eco well. The last few wells are all on mounds in the main area and should be very easy to find. When you're done, get back on your board and head back to where you did the first eco well. Nearby there is an Orb. Return to Haven City.

You reach the strip mine through the portal in the red district

11 GET SEAL PIECE AT DIG

Use the transport in the harbour. Enter the cavern and go through the opening at the bottom. At the end of the tunnel press the switch. Cross the spiky log platforms and go left to press another switch. Go back a bit and follow the platforms to the right to get the Orb. Do a jump attack on the cage you are standing up and it will go down.

After the second jump attack be ready to hop into the cave where the next switch is. Press it and then go through the tunnel. At the end, head up the left slope to get the Orb. Return to the platforms you were on earlier and this time drop off to the left and get an Orb. Make your way back up and drop off to the right. Press the switch underneath the platform. Climb back up and continue left this time. Grind down the rail and drop off to get an Orb. Enter the small room and press the switch. Go back up and get the Orb on the way. Jump on the moving swing bar. When you see your shadow on the far side, jump off.

Head across the platform the switches moved. Around the side there is a ledge with an Orb on it. Jump up to the ledge from the platform you moved. Jump onto the grey rocks as they sink (you can use the jetboard for this as well). Cross the gap using the swing pole. Do the same for the next gap. In the next area, drop down and get the Orb by the house. Climb up and follow the platforms. Time your jumps to get past the falling spikes and get to the totem. When you have the piece follow the path behind the totem to a warp gate.

Shoot the monsters from a distance

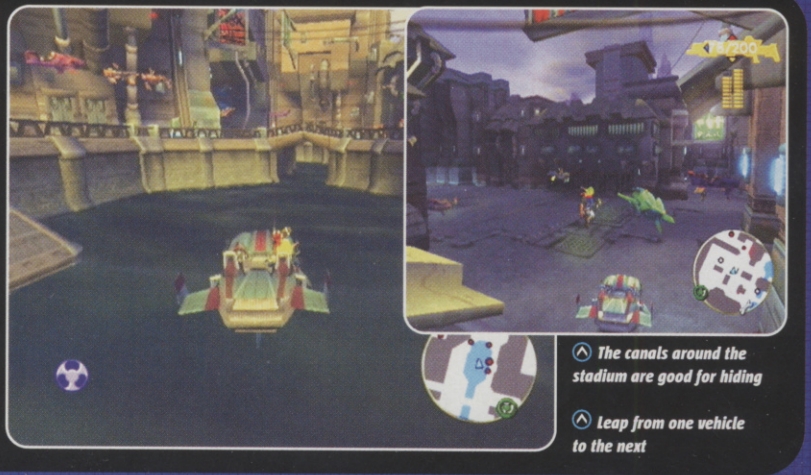
Your shadow tells you the best time to jump

12 DESTROY SEVEN HELLCAT CRUISERS

Jump on a zoomer (one of the bigger ones as they can sustain more damage) and use the Vulcan gun. Find a cruiser and drive behind it. Make sure there are no other guard cruisers or gun turrets nearby. Start shooting it. You need to bash right into it to avoid heavy damage to your zoomer from its cannons.

Once you're up close you should avoid most of the cruiser's gunshots, and you can hold down the fire button. If your ride starts flaming quickly, get out and grab another one. Keep shooting the cruiser and it'll blow up. However, you don't want to be too close when they explode. If you run short of ammo go and kill some guards to get theirs.

This mission is easy so long as you make sure you get out of your vehicle before it blows up, otherwise you'll take too much damage. After destroying a cruiser, lay low until the guards stop chasing. Jump out of your vehicle and straight into a fresh one in midair when needs be. When you've got them all, talk to Krew.



The canals around the stadium are good for hiding

Leap from one vehicle to the next

13 DRAIN SEWERS TO FIND STATUE

Go right in the second room up the sloping path that leads out of the water. Use the jet board to get around the twisting path. Swim across and bash the valve to lower the water. Use your jet board to reach the end of the tunnels and bash the next valve to lower the water.

Board back to the first room and go through the newly revealed tunnel. Use the valve at the end and get the Orb in the corner. Run back to the first room and take the new tunnel to the base of the statue. Go up the steps and drop off at the end (turn around and get the Orb). Exit the sewers and go back to Krew's bar.

Once you've drained the sewers of crap water, you'll finally have access to the statue. Thank the Lord!

Later on you'll return to this area with some of Krew's men and blow a whole load of stuff up

14 PASS THE FIRST/SECOND TEST OF MANHOOD

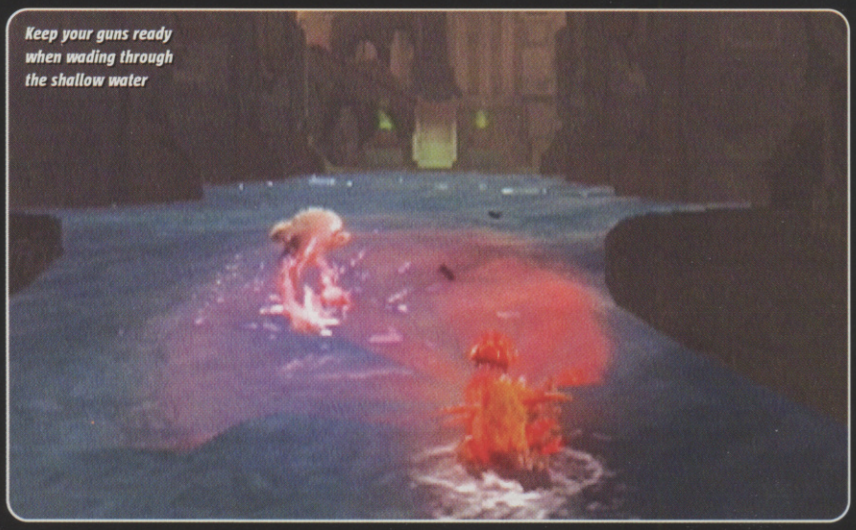
Look in the corners behind you for two Orbs. You'll find two more at the far end of the first large room. Go through the door on the right. Press the switch in the room but don't kill any of the creatures. They will land upside down. Three of them have markings on their bellies. Remember which ones they are and punch them.

Once you've hit all three, the door will open. In the next room you have to jump on the indicated coloured block. Do a double-jump and use your shadow to land accurately. The next room is the same as the first. When you're swimming through the water be careful not to press Circle on the surface else you'll spin instead of swim. In the room with the musical stones, punch the stones to hear what noise they make.

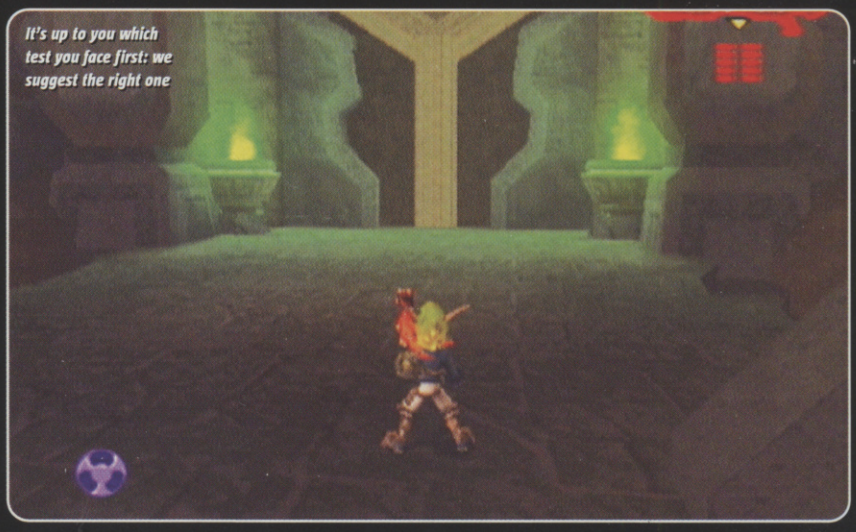
There are two of each sound. Punch all the stones. When you hear two that are the same, punch them one after the other and they will go down. Now do the same for the rest. Use trial and error to work out which are the pairs. Press the switch in the next room to complete the first part of the trail.

Ride the platform down and go through the right door. Jump to the edge of each spiked platform and hold on to the side. Pull yourself up when the spikes go down and leap to grab the edge of the next box. At the top swing on the pole. Do a double-jump off it to land on the ledge above. From the moving pole jump on the moving block and immediately jump off. Double-jump off the next pole. Jump on the first moving block, then look behind you for an Orb in an alcove.

When you reach two moving poles, you need to jump off the first about halfway up, then jump off the second when it's low. After the next double-pole set, take the lift down and trot downstairs. As Daxter, run and avoid falling in any holes. Do the same when the spider chases you. You will need to learn where to jump to get through this. Use the spiderwebs as springs to make your way up. After another chase section you play as Jak again. Make sure you jump off each pole near the end and this should be simple. Go through and press the button. Go through the door at the end of the main room.



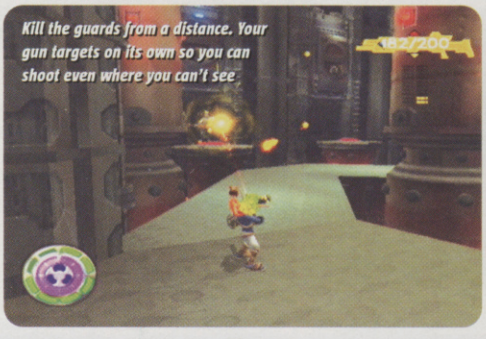
Keep your guns ready when wading through the shallow water



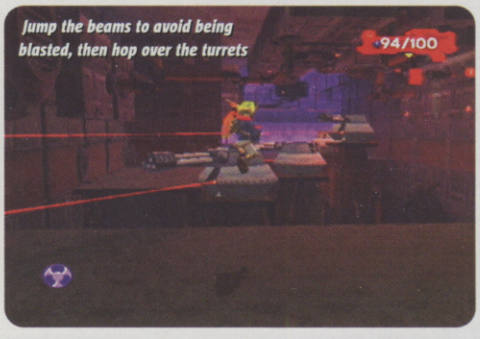
It's up to you which test you face first: we suggest the right one

15 RESCUE FRIENDS IN FORTRESS

Shoot your way in. Jump onto the podiums where the guards were and stamp the button. Do the same to the one before the electric gate to open it. In the next area avoid the red beams. Jump onto the first turret then onto the platform. From there, use the other turrets to reach the far side. Avoid the electric pulses in the next section and get out on the right. Jet board along the rail. Avoid the gunfire and go through the door at the end to the cells.



Kill the guards from a distance. Your gun targets on its own so you can shoot even where you can't see



Jump the beams to avoid being blasted, then hop over the turrets

SIMPSONS HIT AND RUN PLAYERS' GUIDE

There's a stack of secrets locked away in the first level of Simpsons Hit And Run. Our Barny knows where to look, though. He's nosey like that

1 BONUS MISSION

On the road from the Simpsons' house to the power plant, go over the bridge and talk to Cletus in the shack

2 CHARACTER CLOTHING

You can buy all three outfits from inside the Springfield Elementary School if you have enough money

3 GAG LOCATIONS

1. At the back of the Simpsons' house is a set of swings
2. At the back of the Simpsons' house there is a barbecue
3. At the back of the Simpsons' house there is a totem pole
4. The TV inside the Simpsons' house
5. The metal door in the back garden of the pink house next to the Simpsons' house
6. In the play park on the corner near to the Simpsons' house is a set of swings
7. Press the button by the toxic tank in the parking lot of the power station
8. Inside Homer's workstation inside the power plant
9. The alarm bell inside Springfield Elementary School
10. The arcade machine inside the Kwik-E-Mart
11. The ATM machine inside the Kwik-E-Mart
12. The silent alarm button inside the Kwik-E-Mart
13. The drinks machine inside the Kwik-E-Mart — the one inside the counter
14. Behold Frostillicus inside the Kwik-E-Mart
15. The fire extinguisher inside Springfield Elementary School. This is between Lisa and the office door

4 STREET RACES

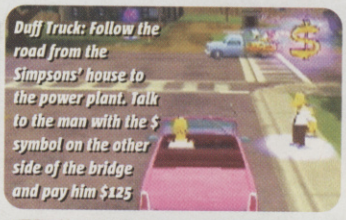
Time Trial: find Millhouse. It's on the road from the Simpsons' house to the power plant, opposite the trailer park

Circuit Race: Talk to Nelson in the gasoline station near Mr Burns's house

Checkpoint Race: Talk to the kid outside the church between Springfield Elementary and the Simpsons' house

5 VEHICLES

Plow King: Talk to Barney and pay him $150. You will find him at the gas station next to the bridge on the road leading to the power plant from the Simpsons' house



Duff Truck: Follow the road from the Simpsons' house to the power plant. Talk to the man with the $ symbol on the other side of the bridge and pay him $125

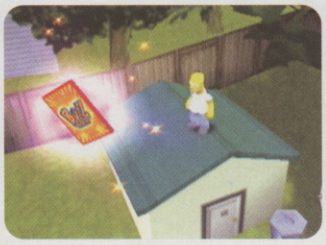
Surveillance Van: Buy it for £100 from the same man as the Duff Truck

Pickup Truck: Finish the bonus mission on this level for Cletus

Electaurus: Win all three street races

6 COLLECTOR CARDS

At the back of the Simpsons' house is a card. Jump onto the speaker object and then jump to get the card

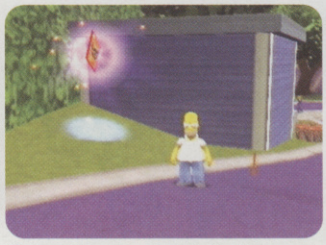


Facing the Simpsons' house, walk left down the street to the blue and white house on the corner. The card is in the back yard

Follow the road from the Simpsons' house to the power plant. The card's on top of the second trailer on the right in the trailer park

Inside the main power plant room use the steam to reach a lift that takes you to a platform next to the ceiling fans

In the gallery at the back of the power plant, jump onto the central podium, then jump onto the arches above



Leave the power plant via the Stone Cutters secret tunnel and turn right. Look behind the garage after the mini-roundabout

Use the Duff Van parked outside to get up to the roof of the Kwik-E-Mart. Once on the roof use the steam vent to reach the card

7 WASP CAMERA

Take a look in the backyard of the blue house next door to the Simpsons' house

There's another one in the backyard of the pink house, also next door to the Simpsons' house

Facing the Simpsons' house walk left to the blue and white house on the corner — it's in the backyard

In the play park on the corner near the Simpsons' house, use the seesaw to reach the wasp

In the trailer park after the bridge towards the power plant, look on the right after the first trailer

Again in the trailer park, this wasp is found about three trailers along on the right

Find the next wasp, in the field next to the barn after the burning tyres on the way to the power plant

Head through the power plant to the posh exit road, and there's a wasp near the phonebox

Keep heading down the posh exit in the power plant, and there's a wasp on the podium in the centre

Follow the road from the front of Mr Burns' house. The wasp is by a tree in front of the yellow house on the left

On top of the tower next to the broken bridge which is near Springfield Elementary School

On the roof of Springfield Elementary School. Use the steam vent at the back to get up

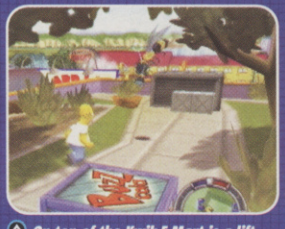
Again on the school roof, use the ledge to reach the other side. Avoid the steam to get to the wasp

In front of the back door to Springfield Elementary School is a wasp waiting for you to find it

The next stinger is on top of the yellow van in the grounds of Springfield Elementary

Use the steam vent at the back of Lard Land Donuts (in the middle of town) to reach the roof

Jump from the car onto the roof of the gas station behind Lard Land Donuts. Use the steam to vault up again



On top of the Kwik-E-Mart is a lift. Use the steam from the parked Duff Van to get to the roof garden

Go to the large bridge on the way to the power plant from the Simpsons' house. Jump up the platforms

At the same bridge, get onto the girders. The final wasp is on a strut over the middle of the structure

The Fast and the Mischievous
CRASH NITRO KART
3+
www.pegi.info
PlayStation 2
XBOX
NINTENDO GAMECUBE
GAME BOY ADVANCE SP
GAME BOY ADVANCE
UNIVERSAL INTERACTIVE
Vicarious Visions
Crash Nitro Kart interactive game © 2003 Universal Interactive, Inc. Crash Bandicoot and related characters and "Crash Nitro Kart" are ™ and © of Universal Interactive, Inc. All rights reserved. Vivendi Universal Games and the Vivendi Universal Games logo are trademarks of Vivendi Universal Games, Inc. "PS" and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the US and/or others countries and are use under license from Microsoft. GAME BOY ADVANCE SP, GAME BOY ADVANCE, NINTENDO GAMECUBE AND THE NINTENDO GAMECUBE LOGO ARE TRADEMARKS OF NINTENDO

LOSER
GTB87096
Pummel opponents with over 15 weapons
Race 18 mind-bending tracks
Battle for bragging rights in multiplayer mode
CRASH
NITRO-KART
3+
1
Battle for the chequered flag with Crash, friends and foes. Use missiles, bombs, tornadoes and more to pass or blast up to 4 friends in multiplayer mode. Race to win... using any means you can.

Viz

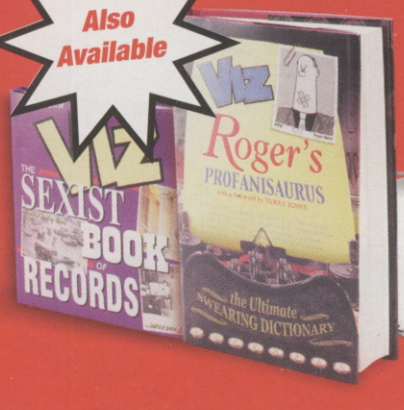
NEW BOOKS FOR 2003

The Best of Viz's Infamous Letters Page £4.99

The Viz Annual 2003 £10.99

Roger Mellie's Ad Break £7.99

Also Available



The best selling Roger's Profanisaurus, £9.99
'Forget Michael Moore's Stupid White Men, the book of the year is undoubtedly the revised and updated edition of Roger's Profanisaurus' The Mirror

Viz books NOW are available in all major book stores
You can also buy direct on viz.co.uk or amazon.co.uk
or by calling 01624 677 237

REVIEWS

FULLY INDEPEN[illegible]ORMAT ● TRUST NO ONE ELSE

CVG EXPERT REVIEWERS

Our seams are making like zits and bursting with reviews AND reviewers this month. Pop! Splish! Wipe!

Alex Huhtala
LEGEND OF WRESTLING
Has been wrestling with his inner demons too this month, torn between his love of the Backyard Wrestling stars (and the busty ladies), and the fact the game is a bit of a stinker

Graeme Boyd
COOL BOARDER
Lost the CVG challenge to the Orpington Massif, but redeemed himself by knowing a frightening amount of minutiae on snowboarding for his SSX review

Mike Cooper
RACING EXPERT
He played F-Zero so hard and for so long that Mike reappeared from the games room with his retinas detached. He was last seen groping his way down Oxford Street, weeping

Ellie Gibson
SURVIVAL HORRORIST
Returning from a beatific existence of sipping Vietnamese green tea on sandy beaches, Ellie was driven half crazy by Dino Crisis 3's camera and the rank British weather

Rich Marsh
TACTICAL WIZARD
Bearded lounge lizard Rich had to buy two GBAs this month because he didn't want to take either Pokémon Pinball or FF Tactics out of their snug machines. Now if only he had four hands and eyes...

IT'S THE NEW STYLE!

It's a month for releases that dip their toes into the gaming water, trying a new thing here, introducing a new character there, and offering up a tasty selection of original new titles.

Stuff like the jubilant egg-hugging of Billy Hatcher, the sneaky snapping of Beyond Good & Evil, and the insane action found in Gregory Horror Show. Even shaggy old franchises have tried to learn new tricks with the likes of FIFA introducing its Off-The-Ball control, Potter's brave Quidditch effort, and Dino Crisis 3's bonkers 'T-Rex in space' malarkey. Clearly, some of these new ideas are more successful than others. But even though some of these games may not have scored the highest overall, in our minds, for originality and effort at least, this is one of the top months in recent memory.

LEE
Lee Skittrell
Games Editor

THIS MONTH

84 Harry Potter Quidditch ...XBOX, PS2, GC, GBA
88 Backyard Wrestling .....XBOX, PS2
90 SSX 3 .....XBOX, PS2, GC
92 Voodoo Vince .....XBOX
94 Beyond Good & Evil .....PS2, PC
96 Billy Hatcher And The Giant Egg.....GC
98 XIII .....PC, XBOX, PS2, GC
102 F-Zero GX .....GC
104 Final Fantasy Tactics .....GBA
106 WRC 3.....PS2
108 Dino Crisis 3 .....XBOX
109 Metal Arms: GITS.....XBOX, PS2, GC
111 Pokémon Pinball Ruby & Sapphire.....GBA
113 Gregory Horror Show PS2
114 Star Wars Rebel Strike .....GC
125 Pro Evolution Soccer 3 .....PS2, PC
125 FIFA 04 .....XBOX, PS2, GC, PC, GBA
125 Club Football .....XBOX, PS2
118 Reviews round-up including Hunter The Reckoning: Wayward; Enclave; Freaky Flyers; Chaos Legion; NBA Jam; Halo; Gun Metal; Robin Hood: Defender Of The Crown; The Hobbit; Disney's Party

WHAT THE SCORES MEAN

CVG only reviews the biggest, best or most significant releases of the month. And our scores are based on one key measure: fun! It's that simple. Here's a breakdown:

1	WHY, GOD, WHY?
2	STINKS. NEVER PLAY THIS
3	A WASTE OF YOUR MONEY
4	MAYBE RENT, NEVER BUY
5	VERY AVERAGE
6	FAIRLY SOLID BUT NOWT SPECIAL
7	TASTY
8	QUALITY GAME. CONSIDER BUYING IT
9	CLASS ON A DISC
10	AN ABSOLUTE MUST THAT DEFINES THE GENRE

CVG AWARDS SYSTEM

These accolades don't get dished out just because a game gets a certain score. They're CVG's way of telling you which are our pet hates and personal favourites.

CVG ESSENTIAL
The most coveted award a game can get. It's worth buying the console to play the game

CVG RECOMMENDED
A damn good game. It may not break the mould, but it's a cut above the rest

CVG GAME OF THE MONTH
Doesn't have to be the highest scorer, but it's CVG's pick of the bunch this month

CVG STINKER
More abominable than a Yeti

Harry Potter™ QUIDDITCH™ WORLD CUP

A good Quidditch player knows how to avoid any tackle, however powerful

THE IMAGINARY BROOMSTICK-BASED SPORT LEAPS FROM THE PAGES OF POTTER BOOKS AND BLASTS ONTO YOUR CONSOLE!

This is what it's all about! Chase down the Snitch like your life depends on it to win the game

GAME INFO ONLINE GAMING
COST: £39.99 ● PLAYERS: 1-2 ● OUT: NOVEMBER 7
PUB: EA ● DEV: EA ● URL: WWW.EAGAMES.COM/PS2/HP_QUIDDITCH/HOME.JSP

Pottermania shows no sign of losing its grip on the world. Adults weep unashamedly on the train as they reach the closing pages of the books. Kindergarten kids shout nonsense like "Petrificus totalus!" while poking each other in the eyes with pretend wands.

Worse yet, try-hard teachers and bonkers youth leaders across the world have attempted to play Quidditch in gyms and community centres, with basketballs as Bludgers and – good grief – a yellow ping-pong ball serving as the Golden Snitch. These people deserve your pity. But it does go to show just how pervasive Potter is.

Electronic Arts is adding magical fuel to this fire (and saving us all the hell of sports centre Muggle Quidditch to boot), with a Hagrid-sized belly full of Potter videogames across the formats. Quidditch World Cup is the first that isn't a retelling of a book or movie, and the first to let you control characters other than the scarry-foreheaded one himself. Will it prove a sporting Squib, or the first in a new and all-conquering franchise of Potter Sports-branded crossovers?

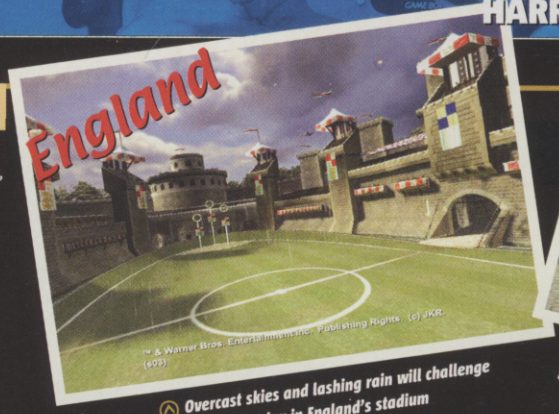
RULING CLASSES

The answer lies somewhere between the two and depends on how old you are, and how sophisticated you like your games. But we'll get to that in a bit. There's little question that creating a videogame based on the fictional Quidditch game is a humungous undertaking. All of the impossible

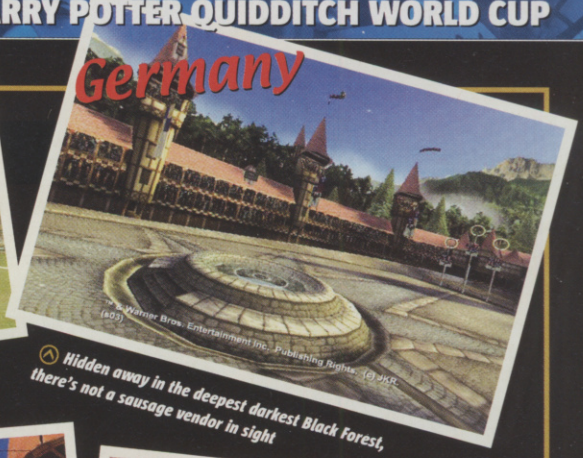
WORLD TOUR

What better way is there to see the world than on the back of a broomstick? Well okay, maybe flying first class on a jumbo but that's for muggles.

There are nine international stadiums to access in the game, as well as the traditional Hogwarts arena. There's also a special unlockable stadium called Queerditch, which becomes playable once you win your first full World Cup and is the mystical, marshy, Middle Ages birthplace of the game that would eventually be known as Quidditch. It's entertaining *and* educational!

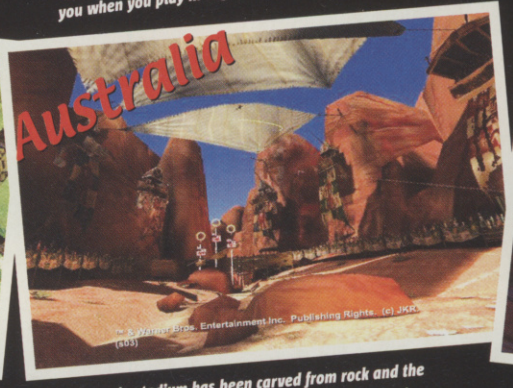


Overcast skies and lashing rain will challenge you when you play in England's stadium



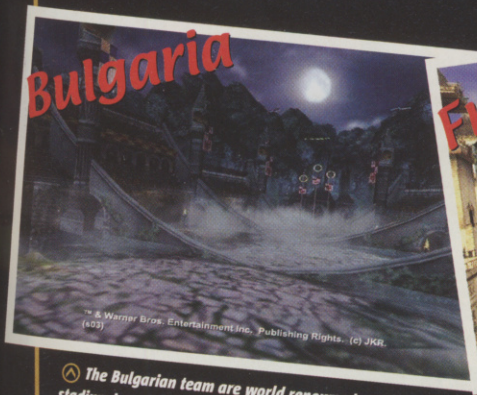
Hidden away in the deepest darkest Black Forest, there's not a sausage vendor in sight

Set in the famous Hogwarts School grounds and with a fine view of the Forbidden Forest



The Aussie stadium has been carved from rock and the overhead canopy protects players from the sizzling heat

Falling lotus blossoms might compromise your vision in Japan's beautiful arena



The Bulgarian team are world renowned, and their stadium is as foreboding as the team itself

Zut alors! This stadium's topiary gardens and fine architecture are the pride of France

The combined might of the Nordic countries is echoed in their mighty magical stadium of ice

Unless he's going to use an illegal spell, this dude's going to need much longer arms to grab the ball

Riding atop your trusty firebolt looks great, but sadly you don't have any control over these small scenes

rules and magical moves and manoeuvres must have been more challenging than the Tri-Wizard Tournament itself. Happily, the real meat of the games – the gameplay rules – are rock solid. They even make sense and are presented to newbie players in a series of tutorials set in the Hogwarts stadium that you must complete before you can enter any championship.

What is disappointing is that you're not given full control of the 3D play area. The computer takes care of height, leaving you to worry about moving forwards and backwards. It's a bit of a cop-out, but then maybe full 3D control would be just too darned difficult to play.

With facial hair as fierce as their attitude, these players mean business

LEARNING CURVE-BALL

The first set of challenges goes over the very basics of passing, tackling and shooting. You then play a match using only these three principles to prove you're not a total gaming gibbon, and then it's time for more schooling. The second set of lessons teaches you how to unleash Bludgers on your rivals, as well as going over the most basic dodge and special tackle moves. These are usually executed with a simple combination of two or three button presses. You play another match that combines the two sets of skills, before the final tutorial that teaches you the intricacies of combo passing and shooting. This is the tricky process of stringing special passes between players and then scoring a goal all in the same chain. Again, simple button combos activate the chain of passes, but you have to be fairly precise with your timing.

The Snitch Bar and Seeker mode are also introduced here. As you perform dazzling special moves during

HARRY ON THE HOOF

Playing Quidditch on the GBA isn't as much fun as on the bigger consoles. It's slower and the lack of 3D makes it feel far simpler, even if it shares many of the features. Your kid brother might appreciate this 'minimalism' however, and it does have the redeeming feature of GameCube/GBA connectivity.

Connect a GBA to the second controller port and player two can help the GameCube player by enjoying a simple rally game on the GBA screen. Do well and you'll send Bludgers to the GameCube for your team-mate to use. What's more, the Seeker mode is played out entirely on GBA too, leaving player one to continue trying to score points while you're chasing the Snitch. Cool.

The special team attacks make for tasty eye candy on GBA

We found passing to be a bit less accurate than the console versions

Leaving your broomstick behind when tackling isn't recommended

Showboating for the crowd is a great way to tick off your rivals

a match your half of the Snitch bar on screen will fill up, while simultaneously stealing some of your opponent's energy. When the two bars meet, the Snitch is spotted and you enter Seeker mode. The team with the biggest half of the Snitch bar gets a far greater boost advantage while chasing in the slipstream of the Snitch in Seeker mode, so there's a clear incentive to play wily in the main match. After all this schooling, there's one crucial final match incorporating everything you have learned to prove your all-round match readiness. Succeed, and you're all set to compete in the World Cup.

BURPING UP SLUGS

Here you'll encounter the game's first stumbling block. You'll have so much fun working through the different rules in the tutorials, that by the time you've completed all the challenges and have to use those skills in championship games, you might find the actual matches a bit flat. This is especially true of the early difficulty levels you're forced to play where the opposition is about as tough as a pink bus full of elderly nuns.

One good thing to result from all these easy early victories is a steady stream of Quidditch cards that you win for performing well. These cards unlock new tackles and moves, making sure that when the game does get a bit tougher (which it does, much later), you'll at least have the arsenal to deal with it.

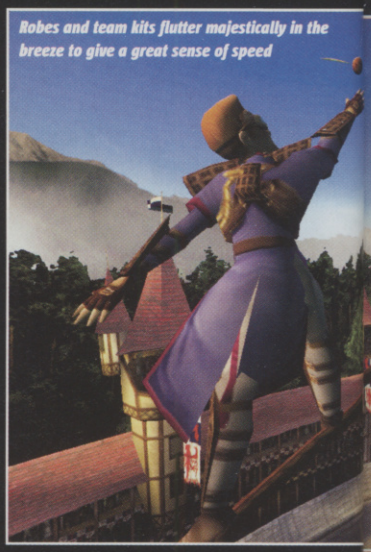
PULPY FICTION

Competing in the World Cup, regardless of difficulty setting, is no small undertaking, as it sees you playing a whopping 16 matches. Quidditch isn't a knockout-style tournament like football; it's purely points-based. You can lose every match and still play every game in the championship. This is true to the fiction of course, but if you're rubbish

The match action continues even after the Snitch has been spotted

Each of the teams has different strengths and weaknesses to exploit

Eye-popping team attacks score you multiple points and make you feel like a true wizard



Robes and team kits flutter majestically in the breeze to give a great sense of speed

Vary your tactics between keeping possession of the Quaffle and passing it like a hot potato

THE HUNT IS ON

Close the gap between the two halves of the Seeker bar at the top of the screen in the main match mode and you enter Seeker mode.

This high-speed chase sees you following in the wake of the Snitch, like a wine-soaked tramp chasing the Budweiser delivery van. Only with magic. Use your limited boost to gain the upper hand and snatch the Snitch before your rival. Remember, it's worth a whopping 150 points!

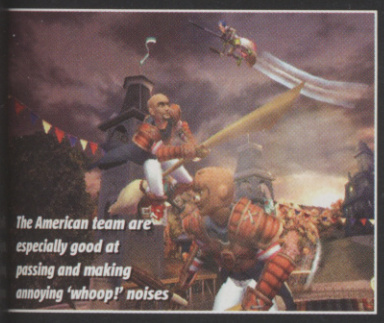
The team with the biggest boost bar naturally has a Seeker advantage

Let Malfoy take the Snitch and you may as well become a Death Eater

It's so precious – worth 150 points no less! And whichever team grabs the Snitch usually wins the game. Bag it!

Don't let the glare from the sun-scorched rocks put you off your game in Australia

Glowing, golden balls show off what your console can do with fancy lighting techniques

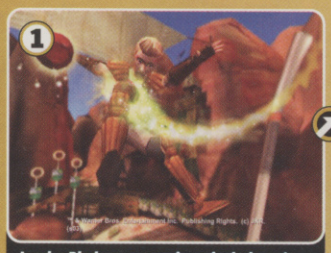

The American team are especially good at passing and making annoying 'whoop!' noises

The shimmering Northern Lights are among the prettiest special effects in the game

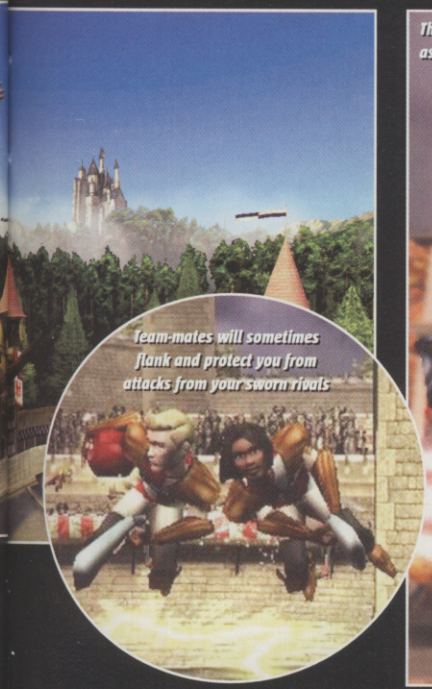
BLUDGER ME!

One of the toughest moves to master in the game is unleashing the mischievous Bludgers.

Press and hold the Bludger button to charge power and one of your team's Beaters will launch a bewitched ball into the play area. You then take control of the bucking Bludger as you try to slam it into the opposition in possession of the Quaffle. It's tough, and while you're controlling the ball you give the opposition time to advance up the pitch. It's a gamble but skilful Bludging can really increase your Snitch meter.


Land a Bludger square in a rival player's belly for maximum effect

Controlling the Bludgers takes some practice before you get them spot on


Team-mates will sometimes flank and protect you from attacks from your sworn rivals

The detail on the players' team kits is astonishing and each country is unique

Swooshing and sweeping through the skies above the French stadium is breathtaking

MORE THAN JUST CHUCKING

It wouldn't be much of a magical game if all your players did was pass and intercept with their hands.

Instead, players can perform awesome dive-bomb tackles and sneaky interceptions, or lightning passes using their feet and even the ends of brooms. Special moves like lobs, volleys and tackles are accessed as you gain more Quidditch cards and are a cool incentive to make you keep on playing.

The Australian Chaser straddles his stick to reach for the Quaffle

These bad boys ready themselves for a team special attack on the goal hoops

Anything goes in Quidditch, even a bit of Beckham-like boot skills

The Nordic team is used to playing in blustery conditions as these snazzy goggles prove

it's not very heartening to see your team stuck at the bottom of the leader board after every single match played. Thankfully, you can replay a lost match without penalty, though sports game purists will argue this ruins some of the game's tension.

TUFF ENUFF?

Matches played on the later difficulty settings become increasingly more difficult due to your rivals' increased AI and the way you need to be far more precise when passing and shooting. Combo passes are the only ones that work against these tougher opponents and also the only way to boost your Snitch bar, making the match far more teeth-gnashingly intense. The big trouble is, it takes the lengthy tutorial section and two entire 16-match World Cup championships to reach this tougher difficulty setting, and more experienced players may well have given up and dismissed the game as kiddie nonsense before that point.

This is a game primarily for eight to 12-year-old Potter fans. As such it's a well-produced title with an awe-inspiring level of attention to detail and dedication to its source material. It's essentially a good game too, but initially far too easy for experienced players, and ultimately is likely to prove too repetitive to receive the kind of obsessive playing enjoyed by football titles the country over.

computer and video games VERDICT

A beautiful game in motion and 100 per cent pure Potter, it's just a touch too simplistic to offer long-term sports enjoyment for older players. Potter perfection for kids, though. Lee

- It's absolutely gorgeous to look at
- Quidditch brought to life is a treat for fans
- Intense, fast-paced sports action with a twist

- Basically a kids' game, too easy to begin with
- Despite loads of moves it's not all that deep
- Will likely become repetitive in single-player

7 OUT OF TEN

IF YOU LIKE THIS TRY THESE... ■ NBA Street 2 (PS2, XB, GC) ■ iFA 2004 (PS2, XB, GC)

Playing baseball with a barbed-wire bat

Another table meets a quick end

"Want to ride my bicycle, in your face?"

BACKYARD WRESTLING
DON'T TRY THIS AT HOME

GAME INFO

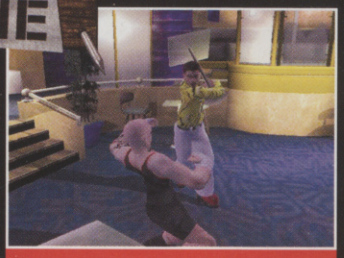
ONLINE GAMING

COST: £39.99 ● PLAYERS: 1-2 ● OUT: NOVEMBER 14
PUB: EIDOS ● DEV: PARADOX ● URL: WWW.BYWGAME.COM

DON'T TRY THIS AT HOME? HOW RIGHT THEY ARE

If you want to experience the craziest, most barbaric, simply downright stupidest wrestling experience around then you don't head to the WWE. Vince McMahon and his friends might offer you Hardcore fights, Hell In A Cell matches and Shane McMahon taking a massive bump once a year, but it pales in comparison to the insanity delivered by Backyard Wrestling.

The newest brand on the block has already been described as 'Jackass does wrestling' and that comment isn't too far wide of the mark. Backyard Wrestling dispenses with the glitz and glamour associated with the sport and simply offers what a large proportion of fans want – more blood and insanity.



That's what you get for wearing an all-in-one lycra bodysuit to a nightclub

Apart from the complicated trainers, this is what you'd call an old-fashioned saloon scrap

Now that's what we call really hitting the bottle

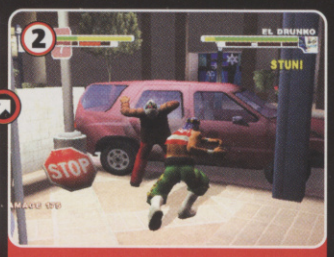
You know the rules, lady. If you play with fire you're gonna get burned!

BREAK WHAT YOU SEE

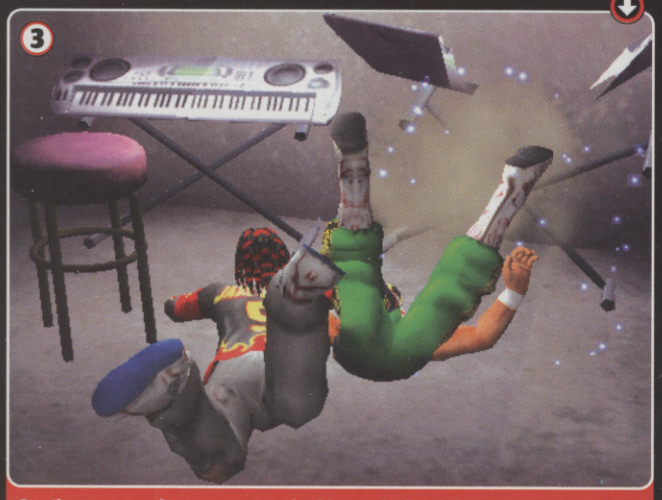
Easily the best part of Backyard Wrestling is simply going Tonto in the different locations on offer. The game has its faults but the level of interactivity is a real bonus.

For example, when a new bout loads up the first thing you'll do is scan the background for objects you can use to inflict pain on your opponent. There will be loads of them. Everything from fish tanks to pole dancers can play a part in a bloody bout.

Use those flaming hay bales to make yourself a round of clown toast



If someone's stupid enough to park their car here, they won't mind a little damage



Together you can make some sweet music with a synthesizer. Or just break some heads

CLARET 'N' SICK

The fights all take place in danger-filled environments, from the backyards of the title, to abattoirs and truck stops. Slices of redneck Americana are waiting to be destroyed as a procession of trailer-park trash line-up to do battle. Each location is fantastically interactive. Objects such as tables, chairs, bricks and iron bars litter the floor, waiting to be hurled at an opponent. There are also a wide variety of background objects for you to wreck or use, including old mattresses you can set alight, high sections to climb and launch yourself from and locals that don't like being interrupted if a fight gets too close.

Gallons of blood may be spilled during these barbaric bouts, but ultimately the game fails to really deliver. Simply, the wrestling side of the game is poorly executed and will leave you incredibly frustrated. Poor collision detection, unresponsive controls, a terrible reversal system and thrown objects that follow you even if you change direction make the game feel as low-budget as the real sport. It's a shame, since Backyard Wrestling certainly offers something unique, but alone that's not a good enough reason to play it. Sadly, with the Don't Try This At Home tagline, Eidos has already written its own review. CVG

Even breasts can be used as an attack, no really!

CVG GAMES VERDICT

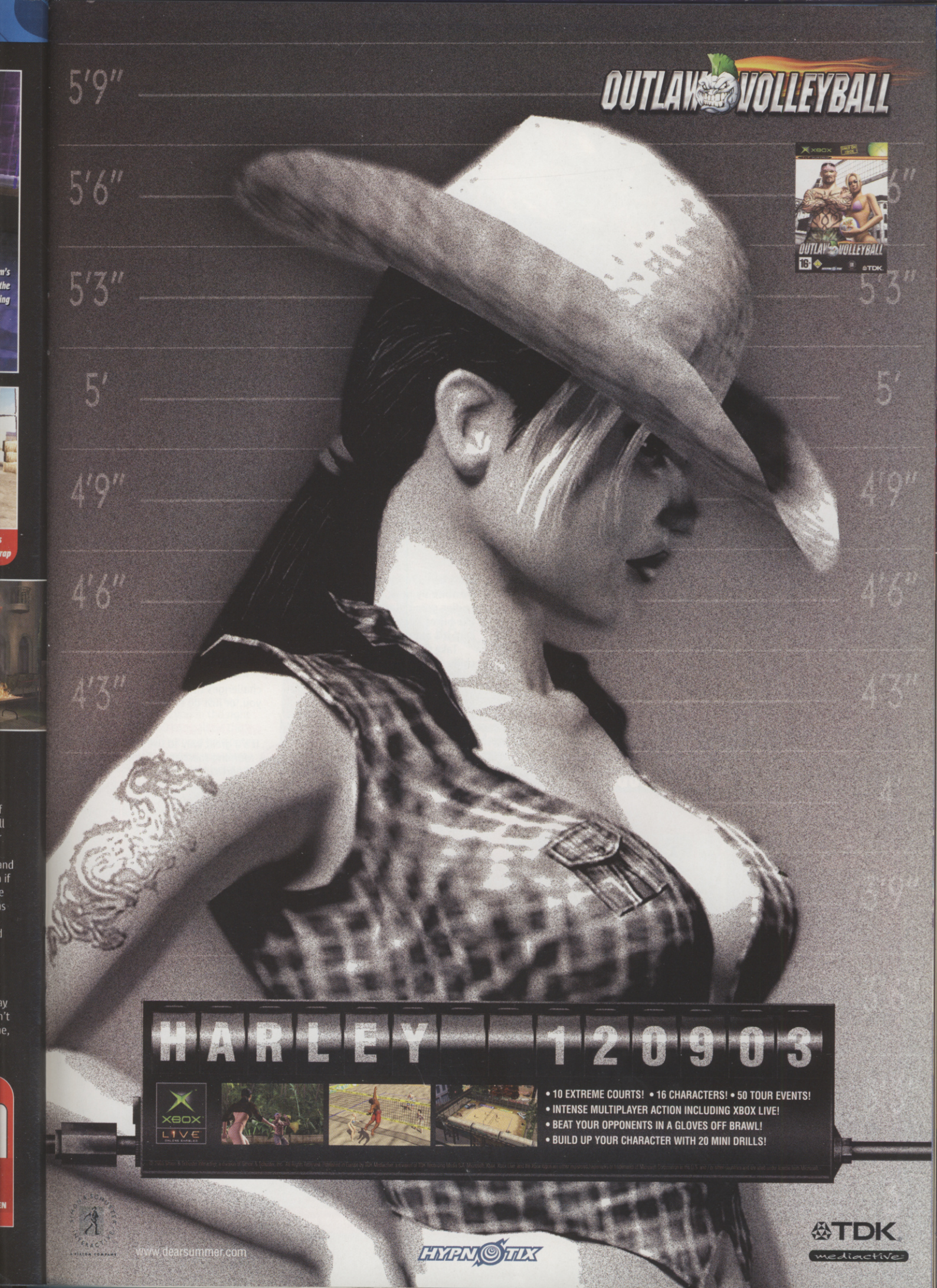
Captures the spirit of no-holds barred underground wrestling, but the execution is just too poor. Compared to WWE SmackDown! this feels like an inbred third cousin. **Alex H**

- Loads of white-trash atmosphere
- The Jerry Springer pastiche in Story Mode
- Interactive backgrounds that are fun to destroy

- Poor collision detection and combat
- Thrown objects follow you for miles
- Very limited Create-A-Wrestler

5 OUT OF TEN

IF YOU LIKE THIS TRY THIS... ■ WWE SmackDown! Here Comes The Pain (PS2)


OUTLAW VOLLEYBALL
5'9"
5'6"
5'3"
5'
4'9"
4'6"
4'3"
HARLEY 120903
XBOX LIVE
• 10 EXTREME COURTS! • 16 CHARACTERS! • 50 TOUR EVENTS!
• INTENSE MULTIPLAYER ACTION INCLUDING XBOX LIVE!
• BEAT YOUR OPPONENTS IN A GLOVES OFF BRAWL!
• BUILD UP YOUR CHARACTER WITH 20 MINI DRILLS!
www.dearsummer.com
HYPNOTIX
TDK mediactive

The view doesn't look quite as good when you're spinning upside down 200 feet off the ground

Chaining grinds, handplants and spinning-grab moves bump up your multiplier and rack up sick scores

Jump-off points can get really busy during races – make sure no one fouls up your line!

GAME INFO ONLINE GAMING

● COST: £39.99 ● PLAYERS: 1-4 ● OUT: OCTOBER 24
● PUB: EA BIG ● DEV: EA ● WWW.EASPORTSBIG.COM ● ONLINE ON PS2 ONLY!

A BOARDING SEQUEL THAT'LL LEAVE YOU WITH THIRD-DEGREE ICE BURNS

It must be pretty easy to make a snowboarding game cool. It's about snow, innit? Still, the development team at EA must be suffering from chronic frostbite by now, with bits of their bodies going black and crumbling off like burnt bacon, because SSX 3 is so cool it's almost sub-zero.

Take the opening of the game as a chilly example – you hop out of a helicopter, dropping 20 feet onto the peak of a mountain. The snow's fresh and untouched, powdery and slick under your board. Funky beats pump through the speakers. It's just you, a board and a mountain.

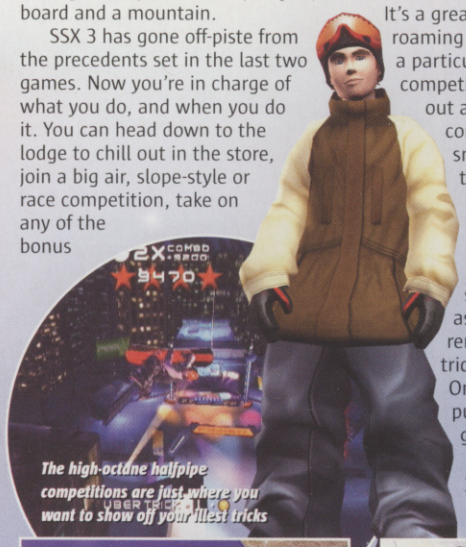
SSX 3 has gone off-piste from the precedents set in the last two games. Now you're in charge of what you do, and when you do it. You can head down to the lodge to chill out in the store, join a big air, slope-style or race competition, take on any of the bonus challenges the mountain throws at you, or just go for a cruise.

Handplants are new for SSX 3. Use them whenever you see a rail or billboard

GETTING PISTE

It's a great way to use the free-roaming mechanic. If you get tired of a particular challenge or competition, or just want to chill out and enjoy the sweet combination of freshly fallen snow and dope beats from the radio, you can hop on a helicopter and get dropped off wherever you choose.

It also gives you a chance to try out your tricks so you don't land on your ass in public. The Uber bar remains, filled up by flipping tricks and landing sweetly. Once it's pumped up, you can pull off an Uber trick to really get things cooking, and once you've done a few of these you can embark on some truly ridiculous moves.



The high-octane halfpipe competitions are just where you want to show off your illest tricks

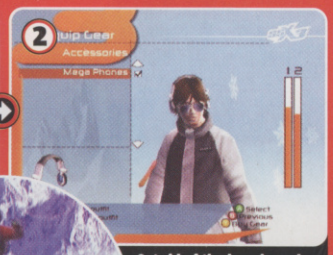
Super-hotty Elise. You'll need to develop each character to fully complete the game

UK funkster Moby acknowledges the crowd as he prepares for some rail grinding

"SWEET THREADS, DUDE!"

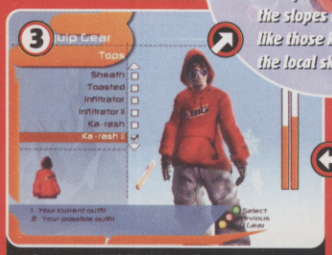
Winning competitions and showboating on free rides earns you crisp green dollar bills that you can then use to upgrade your skills, or pick up some phat new gear. It's like some kind of grunge-friendly Toys R Us for snowboarders.

Mac's jacket and trousers are okay, but what's with the goggles and hat?



Get rid of the beanie and slap on some aviators for that retro-chic look

Then push him out onto the slopes looking just like those kids outside the local skate shop



A baggy top with the hood up captures that juvenile, troublemaker, mess-with-me-and-I'll-scratch-your-car look. Wicked

Sling a tidy little backpack across his shoulders so he can keep all his extra badass attitude safe

CARVING IT UP

Going for a free-ride doesn't mean there's nothing to do.

If you head off-piste you'll discover GTA-style secret missions called Big Challenges. They'll test your skills and give you an opportunity to earn a little bit of extra cash.

Practise your jump positioning by leaping through hoops like some kind of crazy snowboarding stuntman

Race through freezing tunnels under the mountain, avoiding falling killer spears of ice

Nail the moves as they get called out to show your total control of the board

Do Uber and Super moves on rails – they look wicked and boost your score

Wee Griff is another new character. He's one of those freakishly talented kids that everyone hates

SKI LIFTS ARE FOR SUCKERS

With such a huge mountain at your disposal you'll initially feel a bit intimidated.

Luckily, the slopes are dotted with signs to point you in the right direction, and you can call on the services of a twin-rotored helicopter to ferry you about when you want to visit somewhere a little isolated.

The mountain in all its frosty majesty. Once you've conquered it you can even rename it!

Billboards point you in the right direction, whether you're looking to compete or just chill out

The transport helicopter takes you wherever you need to go. Just hop off when you get there!

Complete the first peak and you can fly over to the second – prepare for some nasty weather

Even though the tricks look outrageous, they're pretty simple to pull off. What takes time to master is judging the length and height of your jumps to maximise your tricking potential. Pre-winding your body at the top of a jump helps, but if you hold a trick too long you'll be chewing snow. The grinding system's been improved too, but the best addition are handplants and handsprings – you can use them to balance on rails, or push against them to chain severely mental combos together.

That shiny snowflake is about to add $500 to your bank balance – ker-CHING!

The Super Uber moves look phenomenal, with the board spinning faster than a helicopter rotor

ROCK THE MOUNTAIN

As if the experience wasn't cool enough, the playlist of the in-game radio station is loaded with some of the dopest beats around, including FischerSpooner, N.E.R.D, and Queens Of The Stone Age. A cool touch is that the tracks all start as a bare beat and as you fill up your Uber bar the vocals, guitar riffs and deep grooves drop in. So when you're rocking the slopes, the soundtrack is rocking in your ears.

SSX 3 is everything an extreme sports game should be – accessible, great fun, and with enough attitude to make you feel like a total badass every time you play it. Just make sure you run a warm bath – it's so cool you'll need to fend off severe hypothermia. CVG

Pick-ups litter the slopes, offering speed and trick boosts and point bonuses

COMPUTER AND VIDEO GAMES VERDICT

SSX 3 once again scales the peak of gaming greatness and then shoots back down, whooping and hollering with enough attitude to thaw out the North Pole. **Graeme**

- Reactive and intuitive controls
- Pulsating with attitude
- Fantastic soundtrack

- Not as free-roaming as we had hoped
- Could have been more variation in the tricks
- The competition types are the same as before

8 OUT OF TEN

IF YOU LIKE THIS TRY THIS... ■ *Tony Hawk's Underground (PS2, Xbox, GC)*

Voodoo Vince

When voodoo powers run out, a good old fist will sometimes do the trick!

GAME INFO ONLINE GAMING ● COST: £39.99 ● PLAYERS: 1 ● OUT: NOW ● PUB: MICROSOFT ● DEV: BEEP INDUSTRIES ● URL: WWW.XBOX.COM

MASOCHISTIC FUN WITH THE PAIN-LOVIN' DOLL

Every now and again, CVG's Paul doubles up in pain at his desk. Up until now we have ignored this as just another symptom of the hairy one's creaking old age. But then, just the other day, we found Lee hiding behind a desk jabbing pins into a small effigy of Paul and cackling maniacally. No more Voodoo Vince for that man.

TRUST ME: IT'LL HURT ME MORE THAN YOU

Vince is a voodoo cloth doll with an attitude. And his quirky humour does a lot to pull this black magic platformer through. With sly little looks and many witty retorts, the fabric fall guy keeps you smiling. The imaginatively designed puzzles also keep your spirits up as you search for an answer. One particular teaser has you turning back time, entering a masked ball and jamming with a sax-playing skeleton. Believe it!

Another level sees Vince in a cable car, jumping between tracks to collect cloth for a hot air balloon. And in the Bayou area he gets to zip about a swamp in a fan boat doing the bidding of a grubby Cajun chef.

The idea of Vince being able to harm enemies by harming himself is good, and watching the effects of all the different voodoo spells on Vince is a lot of fun. But this idea is not carried far enough. For the most part Voodoo Vince is a straightforward platformer, with the voodoo elements that could have made it something special simply popping up every now and again. Shame.

This spooky jazz maestro is just looking for a jamming partner

At the end of the day, the game is a platformer, pure and simple

Collect the floating spell pages to add to Vince's magic powers

FEEL MY PAIN

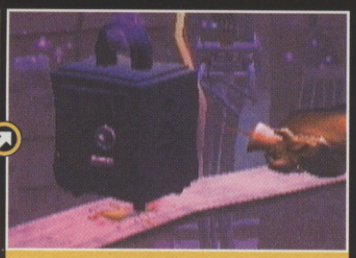
In Voodoo Vince, your enemies really feel your pain. Vince comes equipped with over 30 ways of inflicting suffering upon himself, and with the help of the powers of black magic he redirects his agony to the bad guys.

This means that Vince has to endure being set on fire, sliced in half by a chainsaw and vapourised in an acid bath. Beat that, Barbie.

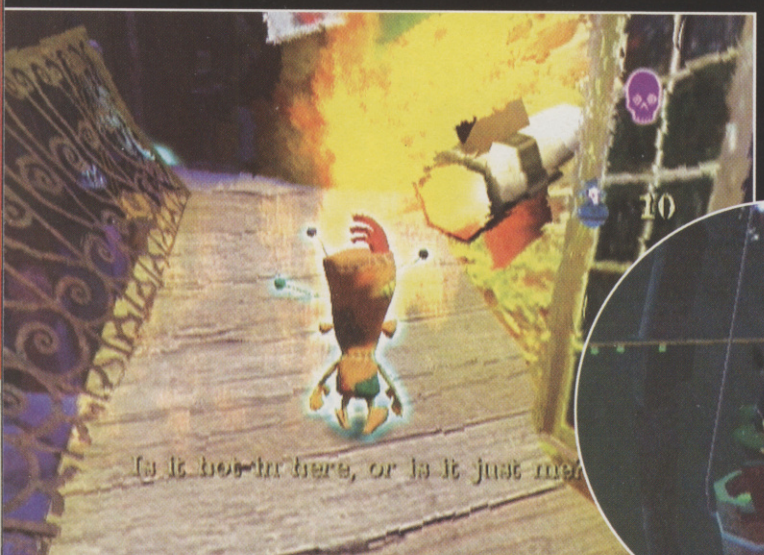
The irrepressible Vince gets sliced in half by a huge chainsaw...

...and the power of the black arts transposes his fate to his enemies

A bloated pig block the way. Smash the cymbal to wake the giant sow...



...then lure it under the falling safe to crush the pestering porker



Thankfully, Vinnie conforms to EU standards for fire-resistant fabric

Jump between the cable car tracks to collect fabric for a hot air balloon

The lake of petrol around those mean-looking pumps comes in very handy

computer and video games VERDICT

Vinnie gets an A for inspiration but falls short on execution. Take away the voodoo magic scenes and you are left with a competent but unremarkable platformer. **Paul A**

- Hurting your enemies with voodoo is great
- Great humour and well-thought-out puzzles
- The voodoo element is not carried far enough
- Some of the puzzles are fairly simple to solve

7 OUT OF TEN

IF YOU LIKE THIS TRY THIS... ■ Oddworld: Munch's Oddysee (Xbox)

WWW.CONFLICT.COM

CONFLICT DESERT STORM II™

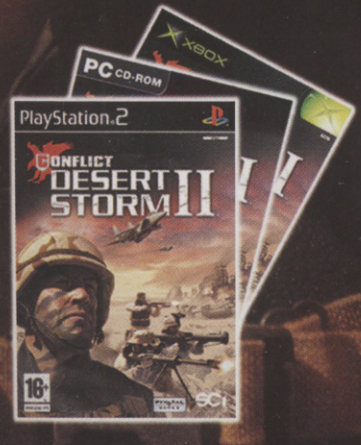
"ONE OF THE BEST SQUAD-BASED SHOOTERS JUST GOT BETTER"
- OFFICIAL XBOX MAGAZINE

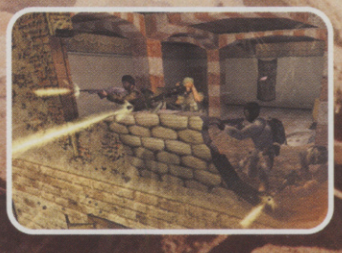
#1 SELLING GAME

"AN IMPRESSIVE AND ABSORBING EXPERIENCE"
- GAMES™

"IMPRESSIVE"
- PSM2

"THE ACTION IS RELENTLESS AND CHALLENGING"
- PC ZONE





OUT NOW

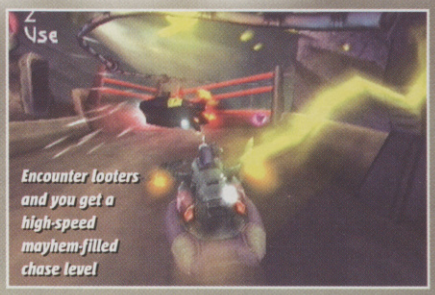
PIVOTAL GAMES

SCi GAMES

© 2003 SCi Games Ltd. All Rights Reserved. Conflict: Desert Storm II is a trademark of SCi Games Ltd. Developed by Pivotal Games. Pivotal Games is a trademark of Pivotal Games Ltd.

BEYOND GOOD & EVIL

Pey'j just keeps getting into bother – it's up to you to save him!



Encounter looters and you get a high-speed mayhem-filled chase level

There are different detectors to aid you in your massive quest

GAME INFO | ONLINE GAMING | COST: £39.99 | PLAYERS: 1 | OUT: NOVEMBER 14 | PUB: UBI SOFT | DEV: UBI SOFT | WWW.BEYONDGOODANDEVIL.COM | 86 ROM

FORGET GOOD AND EVIL. FORGET MORALITY, THIS GENRE-BLENDING JOURNEY IS BLOOMIN' BRILLIANT!

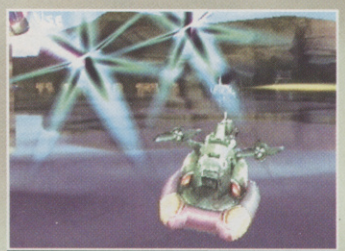
There's an ancient law buried deep within the tomes of British history that states, without quibble, that every street, housing estate and high-rise in the land must have at least one set of prying nosey parker eyeballs. Across the country, desiccated old ladies and yellow-toothed old geezers uphold this law, twitching curtains and taking incriminating pictures with their brittle, busybody fingers.

You probably don't aspire to be one of these snooping old duffers. In fact, it's safe to say you're more likely to want to pelt their houses with dog eggs. Hold back though, because as Beyond Good & Evil demonstrates, snooping can pay handsomely.

LIFE THROUGH A LENS

You play as Jade, a foxy photojournalist called upon by a resistance force called IRIS to pry into a suspected conspiracy. Your task is to investigate the rumours that place the government in allegiance with an invading alien force. Initially armed with just a camera and a really big stick, it's up to you to guide Jade through a plot as labyrinthine as the game world you inhabit.

Aided by a menagerie of co-stars with a dazzling array of abilities, Jade's adventure merges almost every game genre into a slick and glitzy whole. The different regions of Hyllis are connected by waterways and canals and you can expect to explore on foot, in your hovercraft and later on, by air in your spacecraft, called the Beluga. The transitions between each mode of transport are seamless and with only the smallest of load times between different areas, this feels about as free-roaming as games can get.



Upgrade the hovercraft to lock on and dispatch airborne bad guys

The DomZ attacks are devastating on the planet but easy on the eye. Aw, pretty

NEVER A DULL MOMENT

Different areas in the game of course provide a range of challenges. On foot you can expect to take photographs, battle the DomZ menace and solve puzzles. What's interesting is there are

WORK IT, PIGGY MAN!

There's a new skill to be learnt or a weapon just waiting to be upgraded in just about every area of the game.

Putting your characters' skills to the test is the only way to progress, but what's annoying is that they sometimes hold back on moves and abilities until the game is ready to let you have 'em. We don't think that's fair...

Pey'j can cut open the fences Jade can't smash through. Well he's got the tools...

Call your companion over if you need help pushing heavy objects. Hey, mate!

Rescue Agent Double H and he'll open new routes with his headbutt. That's clever

A few hours into the game and you get Jade's projectile attack

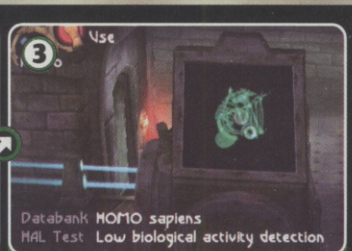
PICTURE PERFECT

If you're to help topple the Alpha Sections/DomZ alliance you're going to need proof.

The IRIS Network will tell you the snaps they need to chip away at the corruption and once taken they will advance the story on. There are many sub-missions with the camera too, the biggest of which is snapping an encyclopaedia of Hyllis' fauna in exchange for pearls and camera upgrades. How many games make you do botany?

Snap friends as well as foes – there are many different races on Hyllis, as you'll discover...

Check your progress to the next reward as you make with the snappy

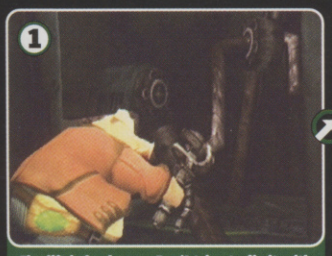


Money shots like this please the IRIS bigwigs and drive the story forward

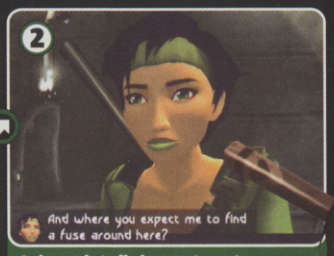
WHAT DO I DO NOW?

The object-based puzzles in BGE are fairly tricky. The key is to scan each area with your camera for possible interactive items, and then work out what to do with them.

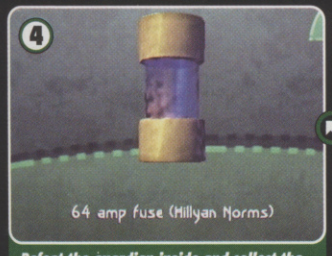
The solutions aren't always obvious but, as ever, solving them will tickle your pleasure nodes to extremes. You'll be amazed at what you find you can do.



The lift is broken so Pey'J tries to fix it with his porcine mechanic abilities. Hmm... it turns out there's no power

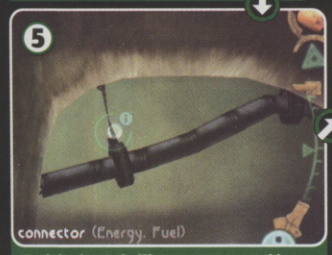


Jade needs to find a way to route electricity to the lift controls. She also needs a fuse to place in the lift's board

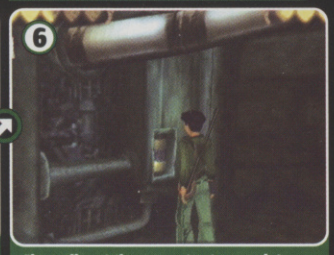


Defeat the guardian inside and collect the key to access the fuse in the room beyond. Now you're getting somewhere

Use your newly acquired shooting discs to spin the fan overhead and provide power to this locked door



Back in the main lift room you spot this sneaky cable holding the sparking cable aloft. Is that something you can use?



Fire a disc at the connector to complete the circuit and then shove the fuse in the hole to progress. Phew!

Use the Triangle button to issue Pey'J with simple orders. It'll help him out in dangerous fights

The Alpha Sections are heavily armed and have major defences to crack. But hey, Jade's got a big stick

There's some humour in there, but mostly the dialogue is just plain weird

This is about as close as BGE gets to traditional platform game levels

very few traditional platform-style levels, making the on-foot adventuring less like a platform game and more like an action RPG. The hovercraft can be entered into races, or upgraded with awesome firepower to disable the Alpha security droids to further open the game up. And screaming through the sky in the Beluga to investigate the mysteries of space turns the game into something else again.

It all adds up to a thoroughly entertaining adventure that borrows ideas from other titles and stamps its own hoof on 'em. The production values are sky high, though some players might balk at the widescreen aspect ratio. The puzzles are challenging but logical, and the character upgrades and vehicle bolt-ons give this as much depth as some RPGs.

Beyond Good & Evil isn't licensed from a television show or a movie, nor does it have the most initially appealing game characters ever created. What it does have is cracking gameplay in spades and the kind of variety that most games can only dream of. Take the plunge and you're in for a treat.

Games VERDICT

Top-notch production and the beautiful visual style combined with seamless gameplay makes this a winner. And for bonus points it's not a sequel or licensed from anything! **Lee**

- ■ There's always something new to try
- ■ Looks beautiful and feels like another world
- ■ Wicked difficult puzzles are so rewarding

- ■ Widescreen view might look crap on a small TV
- ■ Some of the dialogue and jokes are rubbish
- ■ All of its constituent parts feel a bit familiar

8 OUT OF TEN

IF YOU LIKE THIS TRY THIS... ■ *Jak II (PS2)* ■ *Simpsons Hit & Run (PS2, Xb)*

WIN! WIN! WIN!

We want to kit you out with everything you need to be as snoopy as our Jade by giving away a top-end digital camera, a PS2 AND copy of Beyond Good & Evil. We'll even treat FIVE runners-up to a digital camera and copy of the game. All you have to do is take a photograph of the weirdest thing you can find and send it in to us. While you're at it, you should send in a mug shot of yourself too. Easy as.

We'll judge the craziest pics and publish the winners next month. You can use any kind of camera you like, and you can email digital pics to mailbag.cvg@dennis.co.uk or post 'em to Snappy BGE Compo at our usual address. Remember we can't send your pics back to you though, as we need them to line Paul's sleeping basket. What are you waiting for? Go get snapping!

CAN YOU DO BETTER THAN THIS?

We certainly hope so. Your pics can be of any odd thing you like. Your pet dog eating its own sick, a birthmark shaped like Australia, whatever you want (as long as it's legal!).

BILLY HATCHER and the Giant Egg

Another crow monster bites the dust after you bowl an egg at it

GAME INFO ONLINE GAMING
COST: £39.99 ● PLAYERS: 1-4 ● OUT: NOVEMBER 7
PUB: SEGA ● DEV: TEAM SEGA ● URL: WWW.BILLYHATCHER.COM

SO BIZARRE IT'LL 'CRACK' YOU UP

In a world totally unlike our own, trouble of the most evil kind is hatching. The cockerel Elders have been poached by the ruthless crows, and with no one left to sound the daily wake-up call, Morning Land has been cursed by darkness. And we don't mean the tight-trousered Eighties throwback rock group either...

Fortunately, it's not all doom and gloom just yet. Playing hero and trying to restore sunlight to these once tranquil lands is the fresh-faced, jump-aholic Billy Hatcher. Blessed with the powers of a ingenious chicken suit (you what?), only he can rescue dawn from extinction.

STONE THE CROWS

What this all boils down to is a scrambled concoction of rolling massive eggs over food icons to make them hatch, battering crow monsters (a bit like ten-pin bowling with a giant egg, actually) and leaping gallantly through whimsical fairytale lands. The point of hatching the eggs, we should mention, is to release power-ups. Or, more spectacularly, magical creatures armed with skills such as lightning attacks and water sprays.

BIRD-BRAINED

Billy Hatcher is one of those gems that is simple yet fiendishly addictive in equal measure. Even the egg-rolling physics appear remarkably fluent, as you tumble down twisting, hole-ridden ledges and are propelled skywards via special bouncy hoops. Raising various breeds of animals not only cranks up the 'cutesy' factor, but also adds strategy to Hatcher's cock-a-hoop brand of 3D platforming. Overcoming certain obstacles requires a specific ally (the water beast to pass the fire dragon guardian, for example), forcing you to carefully recognise and nurture the correct egg.

With three decent multiplayer modes also in the offing, there's plenty to get your teeth into – and even those who don't enjoy egg whites in the digestive sense should still find this adventure tasty.

Hatch golden eggs to rescue the cockerel Elders

Powers from above grant you missions

Multiplayer games can be a right laugh

KINDER SURPRISE

Feed an egg with food icons, and then watch it grow and hatch. Inside every egg (of which there are 76 different varieties) is a little surprise, ranging from bombs to magical creatures.

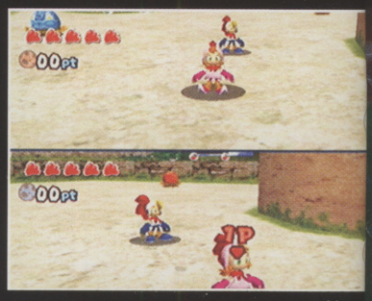
In fact, search carefully and you'll uncover many popular Sega characters, including Sonic and NiGHTS, plus downloadable GBA games via link-up (Chu Chu Rocket!, anyone?). Superb!

Rolling eggs over food makes them bigger until they reach this size

Hatch it and out pops a goodie, in this case a spiky-backed ice creature

You can then use its magical powers to pass obstacles and defeat enemies

Roll an egg at your adversaries to knock them out



computer and video games VERDICT

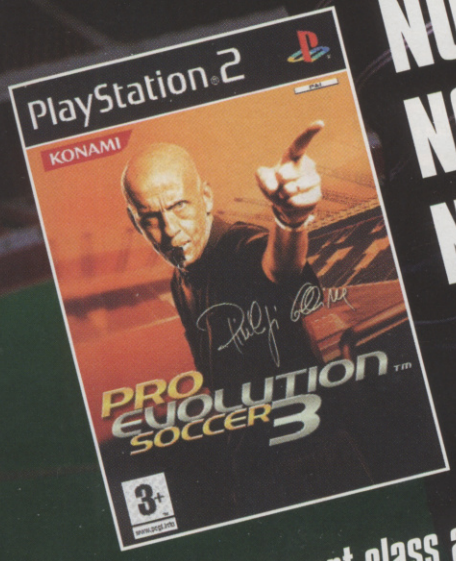
Totally bonkers, cunningly simple, yet downright fun from start to finish. With plenty to uncover, only a lack of variety prevents this from being truly essential. **Stephen**

- Simple and addictive platform action
- The feeding/hatching eggs idea is a great twist
- Fun graphics and a great soundtrack
- Perhaps lacking in a bit of variety
- The egg-rolling combat is repetitive

8 OUT OF TEN

IF YOU LIKE THIS TRY THIS... ■ Wario World (GC, GBA) ■ Sonic Adventure DX (GC)

KONAMI



NO CORPORATE HOSPITALITY.
NO CELEBRITY GIRLFRIENDS.
NO PRAWN SANDWICHES.

REAL FOOTBALL. REAL FANS.

"It's a different class altogether...a true football experience" 10/10" computer and video GAMES

www.pesleague.co.uk

"KONAMI®", "KONAMI Logo™", and "Pro Evolution Soccer™" are either registered trademarks of KONAMI CORPORATION or trademarks of KONAMI CORPORATION. The copyrights of this game belong to KONAMI CORPORATION and Konami Computer Entertainment Tokyo, Inc. Developed by Konami Computer Entertainment Tokyo, Inc. ©2003 KONAMI & Konami Computer Entertainment Tokyo. All other copyrights or trademarks are the property of their respective owners and are used under license.

PlayStation 2

PC DVD ROM

XIII

GAME INFO ONLINE GAMING ● COST: £29.99 ● PLAYERS: 1–4 ● OUT: OCTOBER 31 (PC, XB) NOVEMBER 14 (GC, PS2) ● PUB: UBI SOFT ● DEV: UBI SOFT ● WWW.XIII-THEGAME.COM

THIRTEEN MAY BE UNLUCKY FOR SOME, BUT THIS FLASH-LOOKING NUMBER ADDS UP PRETTY GOOD

It doesn't take a brainiac to see that XIII is a shooter that looks a little different from your average FPS. But it does take someone with a bit of nous to suss out what's coming next in this particular actioner, as its use of stylish comic book visuals are matched by equally page-turning graphic novel-style plotting.

The game's plot revolves around a super-paranoid conspiracy theory that's deeper and darker than Lisa Reilly's ass crevice. You are a guy (voiced by Mulder from the X-Files, as it happens) who wakes up on a beach with no memory. The characters 'XIII' — that's '13', not 'ex eye eye eye' as Al first thought — are tattooed on your chest. It turns out the President has been assassinated. And judging by the gun-totin' thugs who promptly come baying for your blood, it seems a whole lot of people want *you* dead, too. You'd better find out why. Fast.

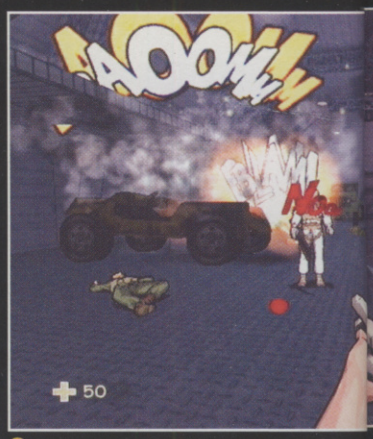
And it's the process of your character painfully piecing back together his memory that makes you want to see what's round the corner like it was the next episode of 24. It's skillfully told, through some trippy mid-level flashbacks, manga-like sequences and snatches of dialogue, that you can get seriously into it if you're a fan of dark graphic novels.

It's you or him, buddy

IT'S A NUMBERS GAME

And the story means that it's not just level after level of bigger guns and harder enemies like

Shoot while hanging from your grappling hook. Not much good at this range, mind

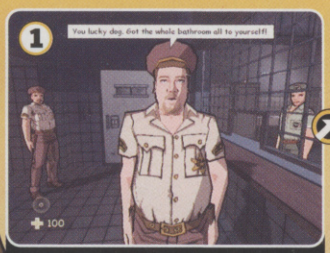


Hit the petrol tank and the jeep goes up in flames like Mount Vesuvius

ENTER THE TANGLED WEB

Because you're part of such a dense storyline, you're constantly taken by surprise by the situations XIII throws you into.

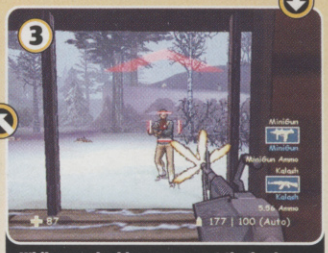
We aren't used to this unpredictability from our shooters. So get ready to have to play by the seat of your pants, as XIII throws you from one tight spot to another like a rag doll.



You're marched down to your cell by two goons like a bee-atch, and whacked with truncheons if you step out of line

Escaping your captors, you've got to march a hostage past a cordon of trigger-happy police without exposing your blind side

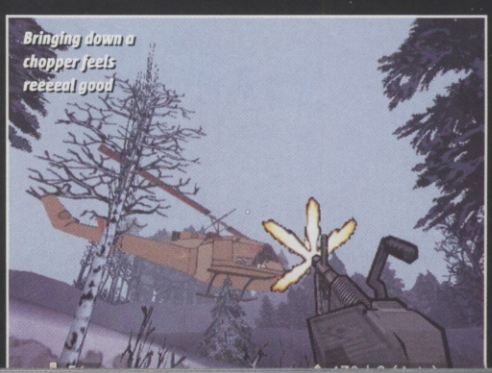
Your cable car's hit by a rocket grenade, so you have to work out how to escape while under fire from an enemy squad



While your buddy escapes out the back, you stay to fend off an army of assault troops with a stonking machine gun

The insane asylum is a cool level

A single blow with a bottle or chair can take someone down

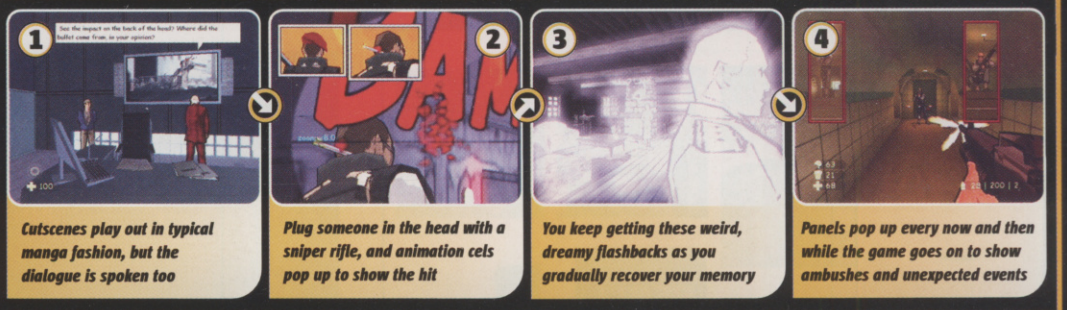


Bringing down a chopper feels reeeeal good

WILD STYLE

XIII may not have top-of-the-range effects, but it's got that cel-shaded hardcore manga look lifted from the original Belgian comic books that you're either gonna love or hate.

Us, we're into it. There are plenty of shooters showing off the latest smoke particles and fire what-nots, so it's a pleasure to get into something with a feel of its own.



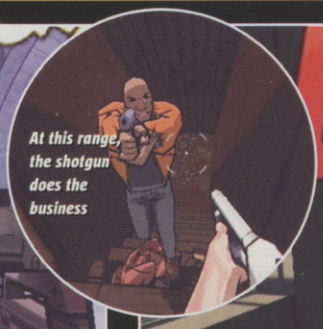
Cutscenes play out in typical manga fashion, but the dialogue is spoken too

Plug someone in the head with a sniper rifle, and animation cels pop up to show the hit

You keep getting these weird, dreamy flashbacks as you gradually recover your memory

Panels pop up every now and then while the game goes on to show ambushes and unexpected events

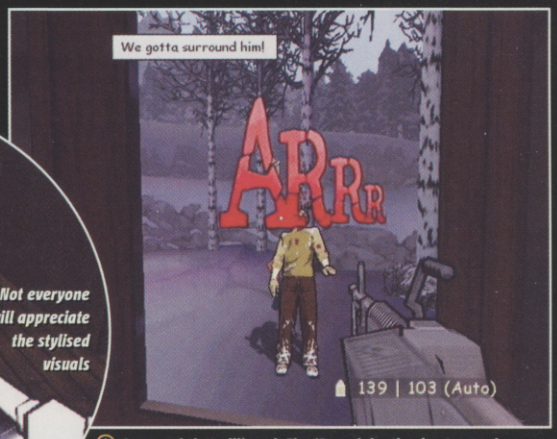
You might feel there are too many levels set in the snowy mountains



At this range, the shotgun does the business

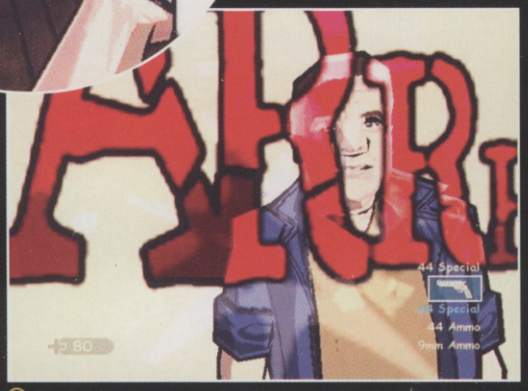
He won't be seeing Christmas, then

Not everyone will appreciate the stylised visuals



Surround that, dill-wad. The 'Arrrrr' death cries are cool

Stick a bottle where the sun don't shine



The comic book touches really make XIII stand out from the crowd

your average shooter — it's the situations that are the challenge. Here you're fighting elite special forces, but at least you've got an assault rifle with an under-slung grenade launcher. Next you're fighting half-assed prison guards – but now you've only got a broken bottle to glass them with.

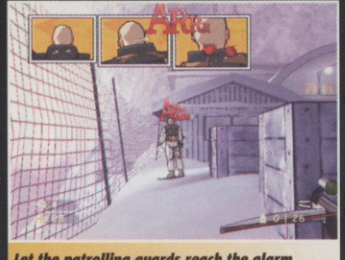
But for all the high-quality set pieces and gripping situations, there are periods of straightforward sneaking and shooting. Strip the trademark visuals away and what's left is sometimes fairly average stuff.

Also running against XIII is the fact that the checkpoints are so far apart. You need to do some of the trickier sections over and over again to work out where all the gunmen are going to jump you from. And what's more, though the classy cel-shading is the reason for much of the game's appeal, the backgrounds can lose the effect a little, ending up looking just a little bit bland.

But with two-player split-screen (four with Xbox and GC) and four-player online, the sum is still looking sweet. If you like the look and the storytelling style, XIII will keep you glued to the end. But the fact is if you prefer a more hyper-realistic approach to your action, you may want to look elsewhere for your gunplay thrills.

Aiming can be tricky when you're under fire. Good job this thing sprays bullets everywhere

You can tell when someone has seen you by the writing that pops up above their head



Let the patrolling guards reach the alarm and you're history in the military base

computer and video games VERDICT

Slick cel-shaded looks and full-on manga storytelling set XIII apart. It may not be the best shooter around, but at least it's got big enough balls to try and be different. **Steve O**

- ■ It's got a great visual style — just look!
- ■ The frantic plot is dark and gripping
- ■ You're thrown from one hot spot to another

- ■ Lose the looks and it would be a bit humdrum
- ■ Infuriating distance between save points

8 OUT OF TEN

IF YOU LIKE THIS TRY THESE... ■ Firewarrior (PS2, Xbox, PC) ■ Tron 2.0 (PC)

Mario Kart: Double Dash, The Lord of the Rings: The Return of the King,
WWE Wrestlemania XIX, Final Fantasy: Crystal Chronicles

PS2

Universal SILVER PS2 console plays all UK/US/JAP import CD's games	£CALL
PS2 EU/US/UK all CD Game Adapter	CALL/SEE SITE
PS2 Slide tool - no modification required for CDR/DVDR	£29.99
PS2 7.2inch LCD Screen	£82
PS2/N64 to PC USB Joypad Adapter	£82
PS2 Ultimate Scart Cable - no green screen	£9
PS2 Wireless Pad	£11.99
PL2301 USB transfer cable (Make PS2 programs)	£25
Latest Games USA -	£48.99

SOCOM II: U.S. Navy SEALs, Dragon Ball Z: Budokai 2, Final Fantasy X-2, WWE SmackDown! Here Comes the Pain, Disgaea: Hour of Darkness
The Lord of the Rings: The Return of the King, Silent Hill 3, Backyard Wrestling, Freedom Fighters,

XBOX

Universal Xbox console plays all UK/US/JAP	£159
Xbox Universal Game Adapter	£29
XBOX Scart Cable	£7.99
Xbox RGB Plus (with Optical Audio Out / S-Video out)	£23
PS to Xbox Joypad Converter	£13
Hais Boss Battle Light-Gun for Xbox	£24.99
Latest Games USA -	£48.99

Grand Theft Auto Double Pack, Ninja Gaiden, WWE Raw 2, Unreal II: The Awakening, Halo 2
Fable, Dungeons & Dragons Heroes

Gamecube

4Gamers 5.6" LCD Screen	£59.99
Freeloader Play all UK/US/JAP Games on GC	£24.99
Latest Games USA -	£48.99

WWE Wrestlemania XIX, Soul Calibur II, Star Wars Rogue Squadron III: Rebel Strike, F-Zero GX, Viewtiful Joe, Zelda: The Wind Waker,

Gameboy Advance

GBA to PC Linker, 128M blank cartridge USB Compatible	£59.99
Latest Games	£39.99

Dragon Ball Z: Taiketsu, Final Fantasy Tactics Advance, Advance Wars 2: Black Hole Rising, Pokemon Pinball
Fire Emblem

Cool Stuff:

MP3 Player 128MB, icludes USB cable, drivers, head phones -	£49.99
Universal VGA Box - use any console on your PC monitor (PS2, XBox, Snes)	£39.99
Stepdown Transformer 100W	£20

1000's of games, hardware, development units & merchandise for Xbox, Gamecube, PS2, GBA, Dreamcast, Saturn!

www.VideoGameCompany.com
Credit card sales hotline:
01437 766321

BUY - SELL - TRADE

CONSOLE & PC GAMES

RETRO & MODERN

BRING OR SEND BY POST WITH SAE FOR CASH

GAMES EXCHANGE
56 Notting Hill Gate, London W11 ✆ 020 7221 1123

Open 7 days 10am - 8pm
Bring official ID with address & signature when selling or exchanging

HUGE SELECTION ON SALE

King Cat anime superstore .co.uk

write to: PO BOX 770a
SURBITON
KT7 0WL

info@kingcat.co.uk
tel:0208 972 9494

tell your sister Pucca is now in stock! visit online for more details www.puccastore.com

remember to order early to avoid disappointment.

Movies & Epsidoes:

Brolly Legendary Super Saiyan
Super Android 13!
History of Trunks
GT Baby: Ramification
Proliferation
and much more...

Sailor Moon and Tenchi Cardcaptors, Gundam Wing and many more...

action figures from the GT saga! call to get a brochure to see full listings.
graphic novels, posters, action kits, watches and more...

text for your brochure:
enter: kingcat brochure
then send to 81808

Call 0906 557 5551
for your colour brochure

dial-a-prize

we've got loads of great prizes to give away.
simply answer the question below and call us to claim your prize.

Q. what's the name of homer simpsons' son?
a) edward scissorhands or b) bart simpson

if you think you know the answer then call the numbers below to choose your prize.

or text your answer to: kingcat then send it to 81808

eg: kingcat bart simpson a

nokia n-gage

0906 577 5551 — a.

0906 577 5552

b.

c.

d.

ask bill payers permission before calling. call cost £1.50 p/m average call 2 mins. calls from mobiles may vary.
text calls cost £1.50 per text, you receive 2 text confirmations of entry.
for rules about entry and winners send a first class sae to: dial-a-prize, po box 770a, surbiton, kt7 0wl.

king cube
ONLINE STORE

UK's GREATEST IMPORTER

STOCKED WITH THE LATEST U.S. GAMES, CONSOLES & ACCESSORIES

FREELOADER NOW AVAILABLE AT £11.99-BARGAIN!!!

REGISTER NOW ONLINE FOR OUR LOYALTY SCHEME

VISIT OUR WEBSITE AT

www.kingcube.co.uk

HOTLINE: 0845 225 40 99

Serious stuff from £5.00 to £5,000.
www.boysstuff.co.uk
Catalogue available 0870 745 2000

THE MARINES CARRY IT.
THE POLICE WANT TO
BAN IT.
WE FLOG IT.

The Photon Microlight From £12.95

BoysStuff
serious fun.

SOCCER KID

- 10 visually different, themed stages.
- 15 levels, plus 5 bonus levels.
- 5 end of stage bosses, plus 1 giant end of game boss.
- Special moves-perform tricks to gain extra points.
- Use headers, overhead kicks, and volleys to defeat the enemies

Pre-order SOCCER KID and get a Soccer Kid puzzle FREE (while stocks last)

GAME BOY ADVANCE

TELEGAMES

URBAN YETI

Urban Yeti is by far one of the weirdest, zaniest, most bizarre games out there, and it rocks!...we could not sit and play this game forever!
-GameNow Magazine

- The strangest game you've ever played. Real motion-captured yeti!
- Parallax background scrolling gives the illusion of depth in the cities.
- 4 unique city stages-you have to learn each one's twists and turns in order to achieve your ultimate goal.
- Sound effects are so realistic, you can almost taste the city!
- Play one of two ways-smash your way through the city or avoid detection altogether.

GAME BOY ADVANCE

TELEGAMES

ULTIMATE BRAIN GAMES

- 8 classic brain challenges on a single game cartridge. Backgammon, Checkers, Chess, Dominos, Mah Jong Reversi, Shik-Ships and 4-in-A-Row
- 10 different A.I. levels, from beginner to highly advanced.
- 2 player linked play using the game-download function (only one cartridge needed for multi-player competition)
- Saveable game status and statistics.
- Create your own character and face in the game with the included face generator

AMAZON TOP TEN HIT

GAME BOY ADVANCE

TELEGAMES

SANTA CLAUS

- Experience how difficult it is to be Santa Claus
- Attack enemies with snowballs and other cool defences
- Animated In-Game cartoons
- Digitalised sound effects
- 4 Unique worlds in 15 different levels
- 256 colour graphics
- Parallax scrolling background

GAME BOY ADVANCE

TELEGAMES

PSX - Blaster Gun (ex-display) was £29.99 NOW ONLY £10.00

GUIDE BOOKS
Luigi Mansion - Game Cube
Tom Clancy's - Ghost Recon - PS2/XBox/Game Cube

DREAMCAST - X-PLODER CHEAT CD - was £25.99 NOW ONLY £10.00

BACK TRACK
10TH & 6B
GAME BOY ADVANCE

- First person shooter.
- Full 3D smooth scrolling.
- Digitised stereo sound effects.
- Multi-player (4) mode with Link cable.
- In-game adjustments for screen brightness.
- One player Death Match against chess robots.
- In-game adjustments for player rotation speed.
- EEPROM backup to save two superb games.
- PAL (full motion) video playback.
- Smoke and transparency effects.
- Too many adversaries, to count.
- Twelve levels to infiltrate.
- Nine unique weapons. ● In-game speech.

SNK-Neo Geo Console And 4 FREE Games
£275.00
Ex Display or Buy ANY Neo Geo Game At Normal Price
(and you can buy any games from the list below at the same price!)

Alpha Mission II	£19.99	King Of	£19.99
Baseball	£19.99	Magician	£19.99
Blue's Journey	£19.99	Mutation Nation	£19.99
Burning Fight	£19.99	Ninja Combat	£19.99
Fatal Fury	£19.99	Ninja Master's	£19.99
Ghost Pilot	£19.99	Soccer Brawl	£19.99

Dreamcast Console now with 2 games
ONLY £69.99

Optional Keyboard £4.50
Optional Arcade Stick £23.50
Optional 2 Dreamcast Controllers now only £15.00
Optional Race Wheel £25.00 With Free Game

Atari Jaguar
Scart console
New Boxed Set With FREE Game
CD UNIT NOT INCLUDED
£24.99

Turbo Grafx Console with 2 game now only £70-00

Gameboy Printer Paper
6 Rolls
ONLY £15.00

STEERING WHEEL + PEDALS
With Rumble Force Action
Only £20.00

Available Now
SOCCER KID
Santa Claus saves the Earth

Coming Soon
BRAIN GAMES
Reserve Your Copy Now

TELEGAMES

Personal callers welcome at our shop at Kilby Bridge. Order Processing. Post & insurance - extra charge. Order with confidence from the largest stockists in Europe. Send SAE for game lists. (State system(s) required). Kilby Bridge, Wigston, Leicester LE18 3TE. OPEN: Mon - Sat 9am - 6pm. Tel (0116) 288 0445 Fax (0116) 281 3437 - Email sales@telegames.co.uk

FULL LIST/OFFERS ON OUR WEB SITE: WWW.TELEGAMES.CO.UK

NEW TELEGAMES RELEASES NOW AVAILABLE FROM GAME

ALL THE NEW GAMES IN STOCK FOR JAGUAR AND LYNX - TELEGAMES HAVE OVER 23 YEARS EXPERIENCE SUPPLYING GAMES AND CONSOLES FOR ALL SYSTEMS INCLUDING - ATARI 2600, 7800, XL/XE GAMES, GAME GEAR, SATURN, MEGADRIVE, MASTER SYSTEM, SUPER NINTENDO, VIRTUALBOY, GAMEBOY, LYNX, 32X, PC ENGINE (GET HAND HELD BACK IN STOCK), COLECOVISION, JAGUAR, INTELLIVISION, NINTENDO 8 BIT, PLAYSTATION 1 AND 2, 3DO, MEGA CD ..

PSone Console With 3 Games £69.99 In Stock Now

PC Engine GT New Boxed System £250.00

Weave your way through the enormous intestinal-like track of the dazzling Fire Field

Top up your life and boost bar every lap by soaking up some of this revitalising pink gunk

Hit that brown stuff on the left and sparks fly. Driving over it will slow your vehicle to meagre 800kph. Slowcoach!

ESSENTIAL CVG ESSENTIAL

F-ZERO GX

TRIFORCE is a trademark of NINTENDO
F-ZERO is a trademark of Nintendo

GAME INFO

COST: £39.99 ● PLAYERS: 1-4 ● OUT: OCTOBER 31
PUB: NINTENDO ● DEV: SEGA ● WWW.F-ZERO.COM

NINTENDO'S FAMOUS RACER JETS INTO THE FAST LANE AND GOES SUPERSONIC

We like to think of ourselves as thrill-seekers here at CVG. Certain team members have been known to carry more than two hot cups of tea at a time, eat entire king-sized Mars bars in a single mouthful, and even walk down staircases *three* steps at a time.

Okay, we'll admit we need to get out more. But then along comes a game that gives you the kind of extreme buzz that the outside world simply can't offer for less than 40 quid. Unless you're in Amsterdam.

Even though you're in no physical danger playing F-Zero GX, its electrifying intensity will have your heart pounding faster than a bunny rabbit making sweet, sweet love in springtime.

Recent titles like WipEout Fusion on PS2 and Quantum Redshift for Xbox have cooked up some seriously fast racing fun, but compared to GameCube's speed demon they move like granny buggies.

WHIPLASHED

But it's not just the sense of speed that will blow your melon. Once you've got

You've got boost power! The first lap in every race is blindingly quick, but once the boost ability becomes available at the beginning of lap two, things go from fast to just plain crazy

Black Bull is brilliant at cornering and its chassis is tough as old boots

A NEW CHAPTER AWAITS

The new Story mode sees you take Captain Falcon through a set of mega-tough objective-based challenges, to break up the straight-out racing action.

All the missions are tied together with wicked cutscenes featuring most of the pilots that appear in the game. Once you complete an objective you get to buy the next chapter in the F-Zero shop. There are nine chapters in total.

This first chapter is kind of like playing Pac-Man at light speed. You've got to collect all the pills on the track and complete three laps in less than 60 seconds

Your second challenge is a mental drag race along a canyon cliff edge against Samurai Goroh. You've got to contend with falling boulders as well as a super-aggressive opponent

The third chapter sees you enter a special race on a track with no bends, only 90-degree corners. You've got to hit the jump pads to cut corners to stand a chance of winning

Hit a jump pad at around 1500kph and your chariot will take off and leap about a mile. No joke

WE SENSE A CONNECTION

In a recent interview, F-Zero producer Toshihiro Nagoshi promised that the European version of GX would be compatible with the arcade AX version.

However, he did say that probably only a few arcade units would make it into the UK. Damn shame in our book.

Take your memory card with you to the arcade and every time you play the machine you get 20 tickets to use in the shop back on the GC at home

There are multiple routes on most tracks. Learn the layout for the quickest shortcuts

Use any major airtime you get to take a quick gander at the track map in the bottom right

HARDCORE TIP

One way to clock up continuous mini-boosts is to push left while squeezing the left shoulder button, and then push right while pressing the right shoulder button in rapid succession. This has been dubbed 'snaking'.

Earn tickets in the Grand Prix and Story modes in order to buy extra vehicles, pilots and car parts in the new F-Zero shop

that pad in your hands you'll be dumbstruck by its stylish looks and by how easily it controls.

You're averaging well over 1000kph throughout a race, but the sensitivity of the handling is so perfectly balanced that you always feel in charge of your vehicle's destiny... up to a point, as you've got some pretty stiff opponents capable of smashing you into utter oblivion.

Your most obvious foes are the other 29 pilots that you've got to share the road with, who will slam you into electric barriers and do whatever it takes to get ahead. However your other enemies are the tracks themselves.

When you press the boost button, lighting bolts fizz out of the back of your craft

The courses in F-Zero GX are phenomenal, but don't be fooled by their dashing good looks. These ultra twisty futuristic rollercoasters are here to outfox you, force you to ride on the razor's edge and make your life tough as hell. Crazy blind bends, canyon-sized jumps, deadly chicanes! Almost every track has got a few devilish tricks up its sleeve.

So even though steering your craft feels as natural as breathing, don't let F-Zero GX lull you into a false sense of security because it's hard – even if you think you're hardcore!

HIDDEN TREASURES

In the single-player Grand Prix there are three cups to win – Ruby, Emerald and Sapphire – each with five intimidating tracks to belt through in succession. Win each cup on Novice setting and you're good. Nail them on Standard and you're brilliant. On Expert, you're a driving Jedi.

But it doesn't stop there, oh no. Once you've completed this trio of challenges on Standard you get to unlock the Diamond Cup. Come first in all four cups on Expert and you unlock a Master setting. If you make it this far you're clearly not of this Earth, and should probably return to your mothership.

That said, the overall challenge is so exhilarating you'll spend night after night ecstatically plugging away at it. Not to mention all the hours you'll spend battling through all the new Story mode objectives and pursuing the Aladdin's cave of unlockables F-Zero GX is hiding.

Thrill-seeking GameCube owners need look no further because the eagle has landed. However, it's travelling at the speed of sound and will blow your socks off and set them on fire with its rocket boosters. CVG

computer and video games VERDICT

Feed your need for speed with the most exciting arcade racer on any console. It's everything previous F-Zero games dreamed of being, and leaves the competition in its wake. **Mike**

- Eye-blistering action
- Some of the coolest tracks ever seen
- It's stuffed with unlockable extras
- Connectivity with F-Zero AX
- Only one multiplayer mode

9 OUT OF TEN

IF YOU LIKE THIS TRY THESE... WipEout Fusion (PS2) XGRA (PS2)

FINAL FANTASY TACTICS ADVANCE™

The land of St. Ivalice is a hotbed of intrigue and grudges

Marche is only about eight, but the pub landlord doesn't mind

Stat screens abound, so you'd better get used to the sight of them

Every battle has things you can and can't do. You've been warned

GAME INFO | ONLINE GAMING | COST: £29.99 ● PLAYERS: 1-2 ● OUT: OCTOBER 24 ● PUB: SQUARE ENIX ● DEV: NINTENDO ● WWW.NINTENDO-EUROPE.COM

AFTER AN EIGHT-YEAR ABSENCE, FINAL FANTASY IS ONCE AGAIN PLAYING ON A NINTENDO CONSOLE NEAR YOU

Until recently, the very idea of Final Fantasy on a Nintendo console was akin to Jesus appearing on Songs Of Praise and freestyle rapping the New Testament – a hugely entertaining prospect, but ultimately implausible.

But after a long drawn-out spat, Final Fantasy is once again Nintendo bound. And get this: it's like time has stood still because, being a GBA game, it's back to 2D graphics and midget sprites.

Final Fantasy Tactics is a whole new game, and a call to arms for anyone who thought Advance Wars was the best invention since electricity. It's a strategy game high on chin-stroking dilemmas and team management, and it will eat your life if you so much as make eye contact with the little blighter.

But like Advance Wars and Final Fantasy Tactics for PSone, this isn't something designed for casual gaming. Battles can take upwards of an hour and the micro management can take as long as you're prepared to invest. It's all about longevity and depth, and only you'll know if this is for you.

A GEM OF A GAME

If it is for you, you can prepare for a title with gameplay that sparkles like king of bling Jay-Z caught in a laser light show. Planning battles is as rewarding as fighting in them, as you're given a massive amount of tweakability with a raft of items, weapons, magic and abilities to fiddle with.

New things are won all the time, and deciding who gets them is totally absorbing.

But all this freedom does come at a price, with an overly complex series of menus to navigate, and not enough explanation of what does what and how it'll effect your clan.

The missions themselves are bought from pubs in the game, and range from turf wars to search-and-destroy missions, and take place on multi-levelled maps, broken down into a grid of squares.

Each battle feels different to the last, requiring a completely different set of tactics. Some encounters are all about weapons, while others require an expert command of magic. This all adds up to a game that constantly surprises, and which should be on every strategist's wish list.

GET A JOB

One of Final Fantasy Tactics' best features is the way your squad members can change jobs as the game goes on.

One might start as a thief before becoming an archer – and the great thing is they'll remember the abilities from their previous careers.

Marche is the hero, and his starting job is as a soldier

But maybe you decide he's better suited to a bit of archery

Actually, it does seem he's got a deadly aim. Have that in your eye!

The game starts with our merry band discussing their favourite game

The blue squares denote where you can travel to during your turn

computer and video games VERDICT

This is one of the best GBA strategy games. It makes no excuses for its depth and complexity – despite its kiddie storyline – and will reward those who give it their time. **Rich**

+
- The battles are full of do or die moments
- A world of management at your fingertips
- The link-up mode is great

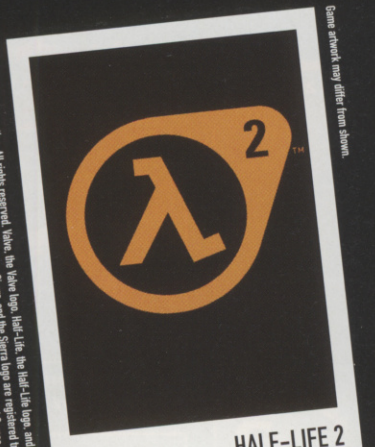
−
- The menus can be a little baffling
- Childish characters and storyline might put off older gamers

8 OUT OF TEN

IF YOU LIKE THIS TRY THESE... ■ Advance Wars (GBA) ■ FF Tactics (PSone)

All other trademarks and trade

Play on



PC HALF-LIFE 2

OUT NOVEMBER

Game artwork may differ from shown.

© 2003 Valve Corporation. All rights reserved. Valve, the Valve logo, Half-Life, the Half-Life logo, and the Lambda Logo are trademarks and / or trademarks of Valve Corporation. Sierra and the Sierra logo are registered trademarks or trademarks of Sierra Entertainment Inc. in the U.S. and/or other countries. Vivendi Universal Games and the Vivendi Universal Games logo are trademarks of Vivendi Universal Games, Inc.

XBOX PROJECT GOTHAM RACING 2

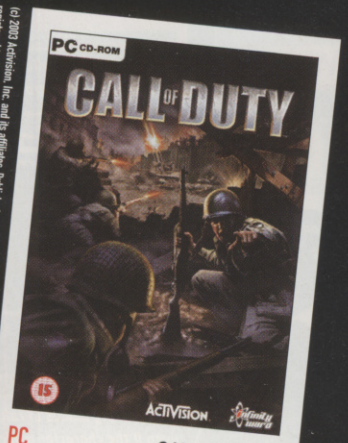
OUT 28/11

© 2003 Microsoft Corporation. All Rights Reserved.

GAMECUBE MARIO KART ™: DOUBLE DASH !!™

OUT 14/11

©2003 NINTENDO. ™ and © are trademarks of Nintendo.



PC CALL OF DUTY

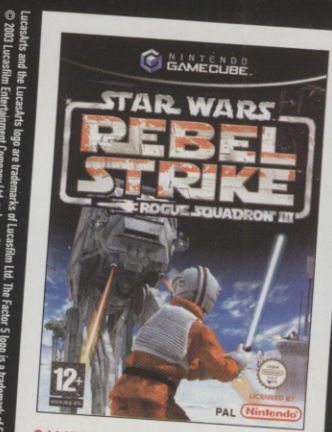
OUT 7/11

(c) 2003 Activision, Inc. and its affiliates. Published and distributed by Activision Publishing, Inc. Activision is a registered trademark and Call of Duty is a trademark of Activision, Inc. and its affiliates. All rights reserved. Developed by Infinity Ward, Inc. This product contains software technology licensed from Id Software ("Id Technology"). Id Technology (c) 1999-2000 Id Software, Inc. PC CD-ROM logo (c) and TM IDSA 2003. All other trademarks and trade names are the properties of their respective owners.

XBOX TOM CLANCY'S RAINBOW SIX 3

OUT 14/11

© 2003 Red Storm Entertainment. All Rights Reserved. Rainbow Six, Red Storm and Red Storm Entertainment are trademarks of Red Storm Entertainment in the US and/or other countries. Red Storm Entertainment, Inc. is a Ubi Soft Entertainment company



GAMECUBE STAR WARS™: REBEL STRIKE™: ROGUE SQUADRON III™

COMING SOON

Lucasarts and the Lucasarts logo are trademarks of Lucasfilm Ltd. The Factor 5 logo is a trademark of Factor 5, LLC. © 2003 Lucasfilm Entertainment Company Ltd. or Lucasfilm Ltd. & TM as indicated. All rights reserved.

£5 OFF

Half-Life 2, Project Gotham Racing 2, Mario Kart: Double Dash!!, Call Of Duty, Tom Clancy's Rainbow Six 3 and Star Wars: Rebel Strike: Rogue Squadron III

- This voucher entitles the holder to £5 off Half-Life 2, Project Gotham Racing, Mario Kart: Double Dash!!, Call Of Duty, Tom Clancy's Rainbow Six 3 and Star Wars: Rebel Strike: Rogue Squadron III at Virgin Megastores.
- Only one voucher may be redeemed per purchase.
- This voucher may not be exchanged in whole or in part for cash and cannot be used in conjunction with any other promotional voucher.
- The voucher is valid at any Virgin Megastore in the UK from 7/10/03 – 10/12/03.
- Defaced or damaged vouchers will not be accepted.

branch no.

receipt no.

sales asst. initials

2 412319 005009

whatever turns you on!

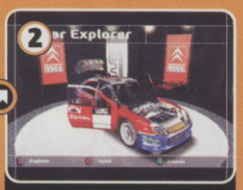
Virgin megastores

free delivery: virgin.com/megastores

"DOES IT HAVE A CD PLAYER?"

The fully-licensed motors in WRC 3 are some of the most detailed models ever in a racing game. They leave Colin McRae and even Gran Turismo for dust!

The shiniest, most solid-looking car models on PS2



3D Car Explorer lets you dribble all over them

If you're feeling destructive you can explode all the bits off for a better look. Don't do this to your Dad's pride and joy

THE OFFICIAL GAME OF THE

WRC 3

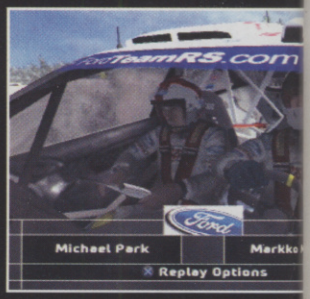
FIA WORLD RALLY CHAMPIONSHIP

There's no sweeter feeling than nailing a powerslide to perfection

Germany has fast stages on tarmac with pretty scenery. And sausages

There's loads of interesting things going on in the background

Different road surfaces and weather conditions require huge changes in driving technique



All the big names in rally are present, even if the character models look weird

GAME INFO

ONLINE GAMING

● COST: £39.99 ● PLAYERS: 1-4 ● OUT: NOVEMBER 14
● PUB: SCEE ● DEV: EVOLUTION STUDIOS ● URL: WWW.UK.PLAYSTATION.COM

OFFICIALLY LICENSED RALLY DRIVING WITHOUT A COLIN IN SIGHT

PlayStation.2

If motorsports were music, Formula One would be stadium rock – pouty superstars with playboy lifestyles making ridiculous amounts of money and performing to huge crowds.

Rally, on the other hand, is punk – a bunch of mentalists thrashing around in front of small but ferociously devoted throngs. There's not much glamour, but there's plenty of attitude.

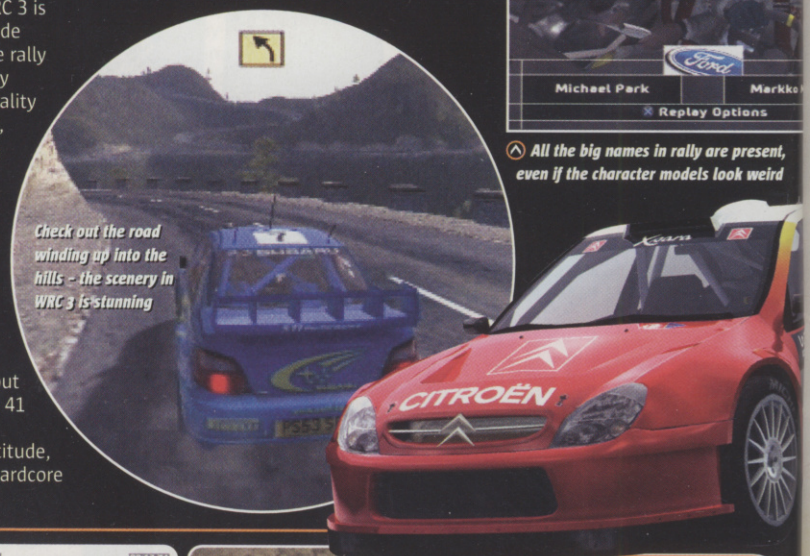
STONE THE CROWS

Take the cars, for instance. None of those skinny-arsed, namby-pamby F1 motors here. We're talking squat, super-charged, grit-spitting street cars with more grunt than a pig farm.

WRC 3 captures this punk mentality but presents it in a package slicker than black ice. The stages look fantastic – there's a real feeling that you're in among a huge environment, with lakes stretching off into the distance and mountain ranges looming above you. You're still confined to the area around the track, but at least it *feels* like you could just go off-road for a while.

But like a clapped-out banger hiding a V8 engine, the most important thing is not the bodywork but what's under the hood. WRC 3 is clearly aiming more at the arcade gamer rather than the hardcore rally fan, and the handling is suitably loose. It's not up to the technicality of Colin McRae's physics model, but does offer a less frustrating experience to those who just want to drive fast through the hedgerows. And it does this really well – punching through narrow lanes in top gear and arcing a vicious powerslide feels brilliant.

WRC 3 is watered-down rally. Like a young, fresh-faced punk band, it's not worried about the technical stuff. It's the Sum 41 of rally games. It's immediate, exciting, and crammed with attitude, but it's never going to attract hardcore fans like the Sex Pistols did.



Check out the road winding up into the hills - the scenery in WRC 3 is stunning

RALLY EVOLVED

As you rack up the miles in your motor your engineers collect data to improve the performance on your car of choice. But for serious oomph, you need to unlock the 'Extreme' evolutions and concept cars. Not only do they go like the clappers, they look cool too.

The concept cars and 'Extreme' models were specially designed by the manufacturers

This Lancer Extreme model has more punch than Mike Tyson under its bonnet

They're like the rally cars out of a boy racer Max Power reader's wet dream

computer and video games VERDICT

Well-presented rally action with a good licence. If you're after the thrill of rally without worrying about the realism, this is setting times well ahead of the pack. **Graeme**

- Motors with muscle
- Expansive, beautiful scenery
- Accessible and fun
- Lacks depth for the true fan
- Solitary nature of rallying
- Repetitive challenge

7 OUT OF TEN

IF YOU LIKE THIS TRY THESE... ■ Colin McRae Rally 04 (PS2, PC, Xbox) ■ GT3 (PS2)

computer and video games

GOLDEN JOYSTICK™ AWARDS 2003

IN ASSOCIATION WITH MTV

VOTE NOW!

THE GOLDEN JOYSTICK™ AWARDS 2003

Get voting for your hottest games of 2003 at www.goldenjoystick.co.uk

WHO WINS – YOU DECIDE

Your votes will decide who will win this year's Golden Joystick™ Awards.

Vote now and be automatically entered in our **fantastic prize draw to WIN: The Ultimate gaming set up and much more ...**

Golden Joystick™ Awards 2003

- Xbox Game of the Year
- GameCube Game of the Year
- Handheld Game of the Year
- PS2 Game of the Year
- PC Game of the Year PCZONE
- Online Game of the Year
- Publisher of the Year macrovision
- Games Retailer of the Year EA ELECTRONIC ARTS
- Best New Hardware VIVENDI UNIVERSAL games
- Most Wanted Game for Xmas GAME
- Most Anticipated Game for 2004
- The Ultimate Game of the Year

Games must have been released between 15 September 2002 and 12 October 2003.

Sponsored by: EA ELECTRONIC ARTS, macrovision, N-GAGE NOKIA, VIVENDI UNIVERSAL games

In association with: MTV MUSIC TELEVISION

Retail partner: GAME www.game.uk.com

Vote on all or just some of the categories, but make sure you have your say. Vote online now: **www.goldenjoystick.co.uk**

DINO CRISIS 3

Turning dinos into dog food is a laugh – when you can actually see them

Oh dear, Larry Fishburne's wandered into the wrong game again

The cutscenes feature some fantastic special effects. Whoa!

GAME INFO ONLINE GAMING

● COST: £39.99 ● PLAYERS: 1 ● OUT: NOVEMBER 7
● PUB: CAPCOM ● DEV: CAPCOM ● URL: WWW.CAPCOM-EUROPE.COM/DINOCRISIS3

FLESH-HUNGRY LIZARDS GO BACK TO THE FUTURE

The original Dino Crisis put a new spin on an old genre, throwing a load of prehistoric predators into the survival horror mix. The result? A scary reptilian gore-fest that was enjoyable to play. Now the third instalment's here and it features a new and, er, interesting twist: dinosaurs... in space!

You might think this sounds stupider than dipping yourself in barbeque sauce and going for a stroll in a T-Rex pen. But the cutscenes are so spectacular, and the environments so well designed, that you'll soon be ready to forgive the dodgy plot and set about exploring the abandoned hulk of star ship Ozymandius.

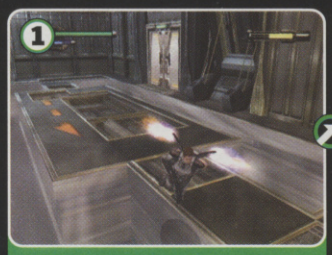
CAMERA TROUBLE

Unfortunately, you might not want to explore for very long, thanks to an in-game camera that's about as much good as a wax umbrella in a meteorite shower. One moment your character is zooming merrily towards a door, the next he's heading straight towards the screen, the controls reversed causing you to lose all sense of direction. While you're just walking around, this is mildly annoying. When you're faced with six cold-blooded carnivores who haven't had any tea, it makes you want to throw your joypad to the raptors.

It's a real shame, since all the gameplay elements that made the first games so popular are here, along with some cool new add-ons (see Join The Jet Set boxout). Sadly, the dodgy camera makes for frustrating gaming and ruins any survival horror-style atmosphere DC3 might have had. As far as walking with dinosaurs goes, you'd have more fun on a country ramble with Status Quo. CVG

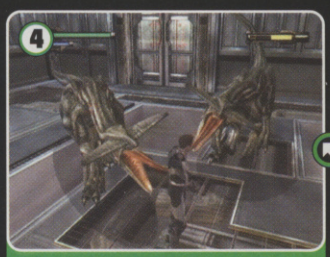
JOIN THE JET SET

One of DC3's saving graces is the jet propulsion pack you get to use. In some areas it's essential for navigating zero-G environments, but most of the time you'll find it handy for zipping about the place like some kind of deadly, futuristic man-moth.



You can use the jet pack to put on a quick burst of speed. Hey, this thing's got lift!

Jump clear of enemies and hover your way to safety. That's more like it...



Out of the frying pan, into the... and there's no time to take off again. Ouch!

Uh-oh. You don't seem to be able to see where you're landing. Could be trouble...

These weird worm things top the T-Rex for you. Which is nice

Your mission is to explore the Ozymandius, mysteriously abandoned 300 years ago

In space, no one can hear you go: "AARGH, THAT BLOODY CAMERA, I'M GONNA SMASH IT!"

It's all very clean and shiny – the dinos must have had the Dyson out

computer and video games VERDICT

Worth taking a look at, especially if you're a fan of the earlier games. You might want to rent a copy first, though, just to make sure you can put up with the camera from Hell. **Ellie**

6 OUT OF TEN

+ Great in-game graphics and cutscenes
+ Zooming around with your jet pack is wicked
+ New, and slightly mental, take on the genre

− Camera will make you eat your own limbs
− Too much unstructured wandering about
− Not enough puzzles to solve

IF YOU LIKE THIS TRY THESE... ■ Resident Evil Zero (GC) ■ Extermination (PS2)

METAL ARMS

GLITCH IN THE SYSTEM

GAME INFO ONLINE GAMING

● COST: £39.99 ● PLAYERS: 1-4 ● OUT: NOV 21

● PUB: VIVENDI ● DEV: SWINGIN' APE ● WWW.VIVENDI-UNIVERSAL-INTERACTIVE.COM

ROBOTS FIGHT WARS JUST AS WELL AS MEN, AND WITH A LOT MORE LAUGHS

Robots are the future. One day they'll do the washing-up and go to work for us. But in the meantime we'll have to content ourselves with fanciful tales of their dare-doing. Like Metal Arms: Glitch In The System, a heart-warming story of good robots fighting bad robots, and in particular how one solitary tin man called Glitch thwarts the evil droids' hideous plans.

What sets this third-person shooter apart is its superbly marshalled story, delivered with trash-talking wit. It sets you free in a world alive with wanton destruction, both on foot and in ground and air vehicles. And at the heart of it all are a bunch of comedic characters so full of personality and individuality that Pixar must surely be working on a film tie-in.

FUNNY HARD HARD

The action's ferocious and is helped along by amusing and extravagant weaponry, plus we're treated to some funny moments along the way, most notably how the rank-and-file robots do stupid things. You'd have to be a stony-faced cynic not to chuckle at how they run around screaming like girls when the going gets tough, or how their dismembered legs cavort like Frankenstein can-can girls.

But underneath the comic styling lies a game that'll test even the most hardened Halo or Brute Force campaigner — quite possibly to distraction. Despite their madcap antics, your enemies act with unerring cunning and aggression, and will seize upon errors with a zeal verging on Terminator-esque, leaving Glitch a smouldering pile of mangled metal. Successful gunplay here requires being alive to everything and having cat-like reflexes, just so you know.

If you overlook the stringent difficulty and the sometimes gloomy levels, you'll find Metal Arms is a quality package through and through. And that's without even mentioning the worthy multiplayer modes.

Throughout the game you can possess various robots. Sweet

Glitch can swing down steel ropes and fire – can you, Lara?

This level is mint! 200mph with all guns blazing in a super-charged killer buggy

Surely Glitch's job would be a whole lot easier if he had shoes that fitted him

ACTION OVERLOAD

There's one mission where the difficulty of seeing off the tenacious robot hordes is complicated by regenerating robot monsters that are actually quite unsettling. These boys want to kill everything and really quickly, a task at which they excel.

It makes for a ridiculously sweaty-palmed level as you're relentlessly hounded towards a river of bubbling acid.

With a single green eye and deathly screams, these mofos are plain mean

Pump it full of hot plasma and it implodes, only to form again before your eyes. Stay dead, metal bitch, why don't you?

Backed into the corner and down to your last clip thingies — at last they die

They come at you from all angles in a cool display of mayhem

The deathmatch arenas are well designed and full of hot death

These airborne robots are a giant pain in the metal ass

computer and video games VERDICT

They say personality goes a long way, and in the case of Metal Arms that's bang on the money. This is entertaining and engaging, though a little harsh in places. **Rich**

- ■ The script crackles with dry wit and sarcasm
- ■ The definition of an action-packed adventure
- ■ There's a great visual style on show
- ■ Sometimes the enemies are too good
- ■ Many of the areas are really dark and gloomy

8 OUT OF TEN

IF YOU LIKE THIS TRY THESE... ■ Ratchet & Clank (PS2) ■ Brute Force (Xbox)

Use the streets of Florence to show your friends the true meaning of art.

BIZARRE CREATIONS

Microsoft game studios

Let the world know how good you look. Project Gotham Racing® 2 is the next level in racing. Take on anyone, anywhere on the Xbox *Live*™ service and show them what you've got. PGR™ 2 is as much about looking good as driving fast and with the cars you have to choose from, you have no excuse. Featuring the Enzo Ferrari and over 100 of the world's most desirable cars in which to take chances, earn Kudos points and climb up the rankings. Tear up the streets of over a hundred courses in 10 realistic international cities including Sydney, Chicago, Barcelona, Yokohama and Moscow. With PGR™ 2, winning never looked so good.

XBOX LIVE

PGR PROJECT GOTHAM RACING 2

XBOX

it's good to play together

www.xbox.com/pgr2

Ferrari Official Licensed Product

SALEEN

Ferrari, Enzo Ferrari, all associated logos and the Enzo Ferrari distinctive designs are trademarks of Ferrari S.p.A. Saleen®, all its vehicle names, and their designs are registered trademarks of Saleen, Inc. used under license to Microsoft Corporation. Licensed from Dr. Ing. h.c. F. Porsche AG under certain Patents. Porsche, the Porsche Crest, 911, Carrera, RS, Boxster, and Cayenne are registered trademarks of Dr. Ing. h.c. F. Porsche AG. ©2003 Microsoft Corporation. All rights reserved. Microsoft, Project Gotham Racing, PGR, the Microsoft Game Studios logo, Xbox, Xbox Live, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries. The names of actual companies and products mentioned herein may be the trademarks of their respective owners.

POKÉMON PINBALL
RUBY&SAPPHIRE

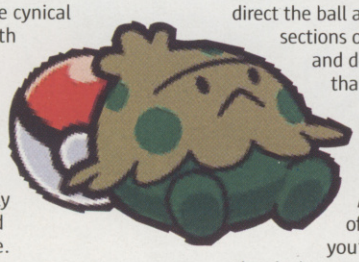
GAME INFO

● COST: £29.99 ● PLAYERS: 1-2 ● OUT: NOV 14
● PUB: NINTENDO ● DEV: JUPITER CORP ● WWW.NINTENDO-EUROPE.COM

POKÉMON AND PINBALL COME TOGETHER IN A MARRIAGE MADE IN HEAVEN

They're everywhere! Resistance is futile. Accept their power and buy that novelty loo seat you were eyeing only last week. Snuggle under a Pikachu-adorned duvet cover, but only after you've brushed your teeth with a Pokémon-emblazoned toothbrush. It's the only way: buy everything and maybe they'll eventually bugger off.

But wait. Beneath the cynical marketing blitz lies a truth — Pokémon games are brilliant. There hasn't been an arse-sucking game yet. Fact. And Pokémon Pinball isn't going to buck that trend. In fact it's probably one of the best handheld pinball games ever made.



ONE MORE GO...

It's all to do with the way the developers have created two supremely playable pinball tables, then added the gaming crack of Pokémon collecting. It's a double whammy and tailor made for all kinds of gaming sessions, both long and short, thus appealing to obsessed rug rats and those wishing to sample the, um... cultural phenomenon of Pokémon without the hardship of travel-weary questing.

Obviously, you know how pinball works so we'll skip over that bit and get to the heart and soul of the game — collecting critters. Rather than the usual fare of hitting the ball and racking up mega-scores, Pokémon Pinball requires precision. Catching the damn beasts means having to direct the ball at certain sections of the tables, and doing it more than once, which injects a dollop of skill into the equation. And more often than not, you're up against the clock as well.

But there's more to it than just collecting. You can buy stuff at the Poké Mart, go travelling to far-flung climes and take part in mini-games. You can even evolve captured Pokémon or hatch them from eggs. In short, it's a Pokémon party that anyone can join, and after just one go, you won't want to leave.

GO CATCH 'EM ALL

Just like in the 'real' world of Pokémon, catching the little blighters is easier said than done. You'll need patience, skill, a cool head and a little luck... You know the score.

First send the ball through the right-hand loop at least twice to charge the meter

Smash the Pokémon that appears three times and it's yours. Gotcha!

Now fire a ball right into Sharpedo's open cake-hole to activate Catch 'Em mode

Hit the Poké-bumpers until the Pokémon panel is revealed in the play area beneath

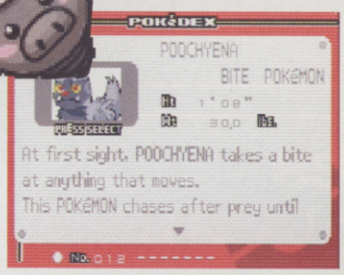
Get your ball in the slot and win point bonuses or even change of location

The animations are top notch — look at this little fella getting his bung-hole frazzled

Losing your ball down the gutter isn't always game over — Pikachu might save you!

Legendary Pokémon appear more often and are easier to catch than in the classic game

Pokémon Pinball lets you shop till you drop, but forget about credit, you need the dosh



This is what you want — a Pokédex packed with weird and wonderful Poké-factoids

GamesTM VERDICT

This will appeal to just about everyone. It's fast and fluid for the casual player, yet has collecting and evolving for the obsessive. Go on, give in — you know you want to. **Rich**

- ■ Both boards have great design and playability
- ■ Pinball and Pokémon collecting is a winner
- ■ It's got that 'one more go' vibe
- ■ Just two boards is a little on the stingy side
- ■ Link-up options are weak

9 OUT OF TEN

IF YOU LIKE THIS TRY THESE... ■ Pinball Of The Dead (GBA) ■ Muppet Pinball (GBA)

REGISTER NOW!
TAKE ON THE
N!
PRO
EVOLU
SOCCE
FIRST REGISTRATION STAGE CLOSED.
WATCH THIS SPACE FOR FURTHER INFORMATION.
THE
EARCH FOR THE UK'S
ULTI
LAYER IS NOW UNDERWAY...
ow from GAME and for £1.99* get a limited edition PES3 demo
and you could be entered into the PES3 National League
tails, rules and entry forms available from your local GAME store
• Alt atively log on to www.pesleague.co.uk
GAME
www.game.uk.com
computer and video
GAMES
KONAMI
For all information on the PES3 league, including location of GAME stores running the demo visit,
www.pesleague.co.uk
*£1.99 redeemable upon purchase of full product

GREGORY HORROR SHOW: SOUL COLLECTOR

GAME INFO ONLINE GAMING
● COST: £19.99 ● PLAYERS: 1 ● OUT: NOV 21
● PUB: CAPCOM ● DEV: CAPCOM ● WWW.CAPCOMEUROPE.COM

LEAVE YOUR SANITY WITH THE CONCIERGE IN THIS HOTEL FROM HELL

We've stayed in some duff hotels in our time. We've dealt with roaches the size of tanks. We've put up with overly amorous guests in the next room, giving each other a happy on a bed squeakier than a box of mice on helium. But we've never stayed in a hotel like Gregory House.

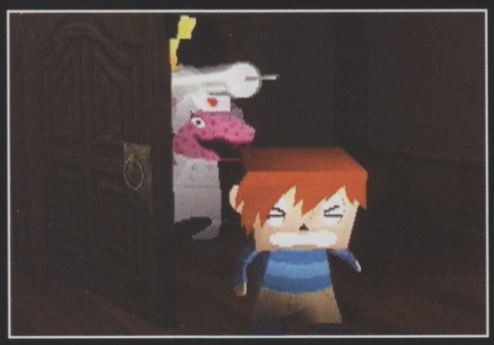
It's an inter-dimensional rest stop for lost souls, and home to a cast of freaks even the creatures in your nightmares would run a mile from. It's your job to recover 12 souls that have been stolen by the hotel's freakish lodgers, and get out before the horrors inside send you round the twist.

SOUL TO SOUL

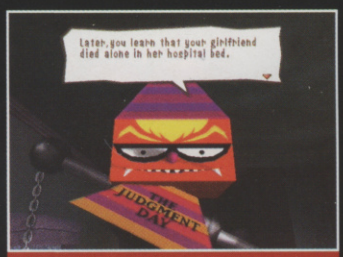
Playing Gregory Horror Show is a unique experience. Think Resident Evil puzzles crossed with Luigi's Mansion visuals, but with content straight out of the mind of a serial killer psycho. You need to explore the hotel, spying on guests and playing tricks on them in order to steal back the souls they've nicked. Peeking through keyholes gives you clues to their weaknesses and each guest has their own timetable of activities for you to exploit. There's no combat in the game, and the emphasis is on cracking away at the twisted game logic to solve puzzles.

The hotel has to be the one of the most original game environments on PS2, and the mixture of humour and genuinely horrifying events is oddly entertaining. Drawbacks are that it looks like a kids' game at first glance, and the lack of combat and outlandish gameplay won't be of interest to casual players. Nevertheless, Gregory Horror Show is a niche jewel and has 'cult classic' written all over it. CVG

Trade souls with Death for some well-needed healing and other gubbins



Guests will chase you between rooms until they've had their wicked way with you

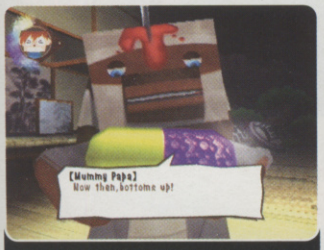


The graphics may look a bit like they're made of Lego, but the content is pretty adult

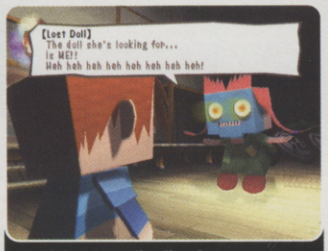
As you spy on the guests you learn more about their schedules

OH THE HUMANITY!

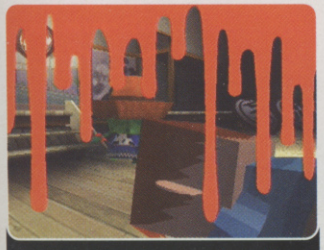
Just as if you'd pinched someone's sandwich in real life and they'd come chasing after you to give you a hiding, the guests in Gregory Horror Show don't take kindly to having their souls stolen. Use the sneak-tastic map to avoid their murderous rampages or you'll be 'treated' to a sanity-sapping horror show! Witness too much horror and you're lost to the hotel forever.



That pill looks far too big to go in at either end. Take a deep breath and don't think about where it might end up!



Multiple personality disorders are no laughing matter. Neither are square heads that can revolve 360 degrees



Each Horror Show draws to a close with you lying face down and a grizzly trickle of blood splurging down the screen

Gunman's bullets normally miss everything, so he's dead surprised to actually hit your flabby flanks

GAMES VERDICT

Look beyond the slow pace and you'll find a twisted gem of a puzzle game. It's challenging, funny and disturbing in equal measure, but is one for the more open-minded player. **Lee**

- ■ A weird game for a cheap price. Bling!
- ■ The whole design of the game is neat
- ■ The Horror Shows are the best thing ever
- ■ The style and pace won't appeal to everyone
- ■ Once you get used to it, the puzzles are easy
- ■ Some of the hints are obscure and frustrating

7 OUT OF TEN

IF YOU LIKE THIS TRY THESE... ■ Luigi's Mansion (GC) ■ Shenmue II (Xbox)

ON THE GUEST LIST

Check out who's checking in at Gregory's for insanity, exsanguinations* and sacrifice.

The owner of Gregory House seems kind at first but soon gets nasty

Fashion-conscious Cactus Girl has some mean lasso skills

Lost Doll thinks her schizophrenic evil alter-ego is her dolly. Total nutbar

This pink lizard gets her kicks from taking blood donations

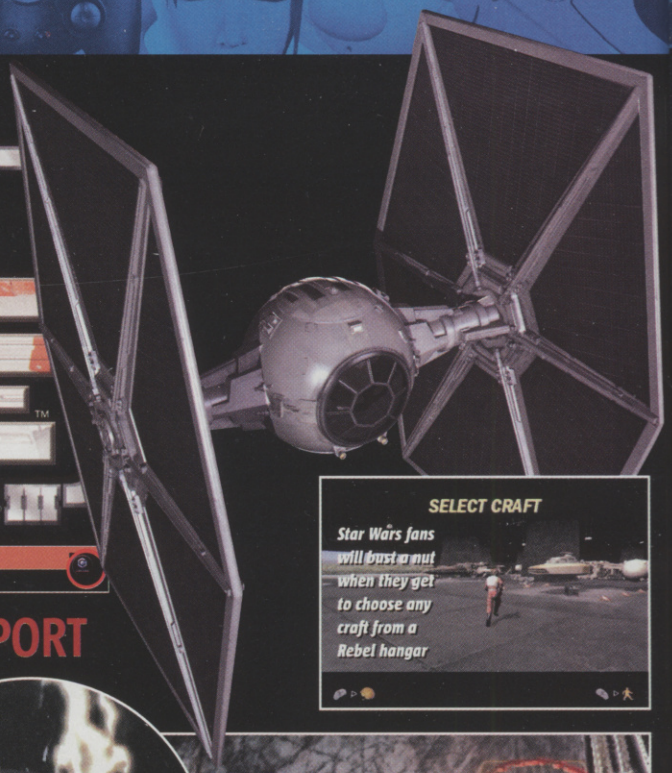
A failed revolutionary, Gunman's soul is stuck in this hellish dimension

Neko's eyes, mouth and ears were sewn shut by a maniac

Mummy is one sick puppy and likes boasting about his horrible injuries

*That means to drain someone's blood, numbnuts

STAR WARS REBEL STRIKE ROGUE SQUADRON III



GAME INFO | ONLINE GAMING

● COST: £39.99 ● PLAYERS: 1-2 ● OUT: NOW
● PUB: LUCASARTS ● DEV: FACTOR 5 ● URL: WWW.LUCASARTS.COM

IS THE FORCE STRONG ENOUGH TO SUPPORT ANOTHER STAR WARS SHOOTER?

If you could use the Force, what would you do with it? Make your mate's trousers fall down in a public place? Levitate bogeys and send them pinging into the grumpy bus driver's hair? Or, like us, would it involve Atomic Kitten, a tub of lard and three corn on the cobs?

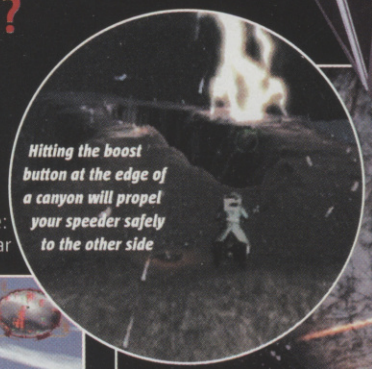
As fun as all those things would be, it would be a waste to use such an amazing power for such simple ends. A bit like Rogue Squadron III – a game that is clearly powered by a fantastic engine but never quite harnesses its full potential.

The Force is still strong in this one, though. As far as basic button-bashing, laser-spewing, pyrotechnic-billowing shooters go, Rebel Strike is as effective as an Imperial Destroyer on bombardment duty.

TIE ME UP

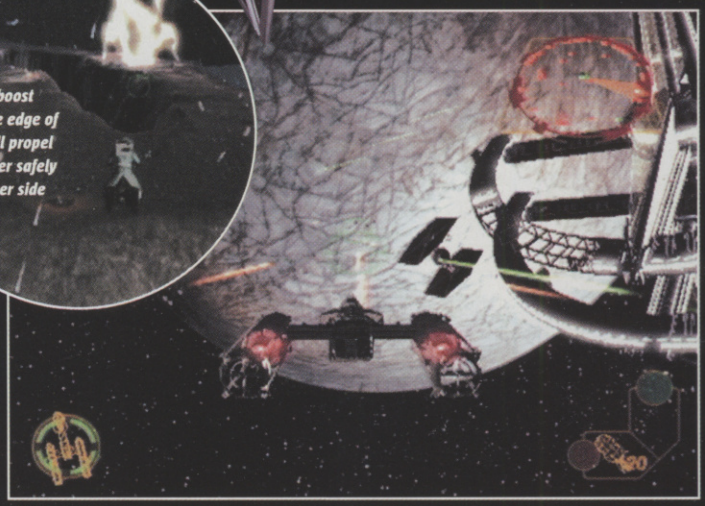
Everyone loves Star Wars because the movies make you feel like you're playing a game: screaming down the Death Star trench in an X-Wing or thundering through canyons in a pod race. Rebel Strike captures that adrenaline-soaked sensation brilliantly. Dogfighting TIEs as they howl across laser-scorched skies is one of the purest shoot 'em up experiences this year.

There are literally tons of TIEs, tanks and troop carriers to be blown up and Imperial installations to be bombed. You won't need to rely on just your wings, though. For the first time in the series, Rebel Strike takes the battle to terra firma. The assortment of land vehicles is genuinely impressive and it's wicked getting to command an AT-AT or ride a grunting Tauntaun.



Hitting the boost button at the edge of a canyon will propel your speeder safely to the other side

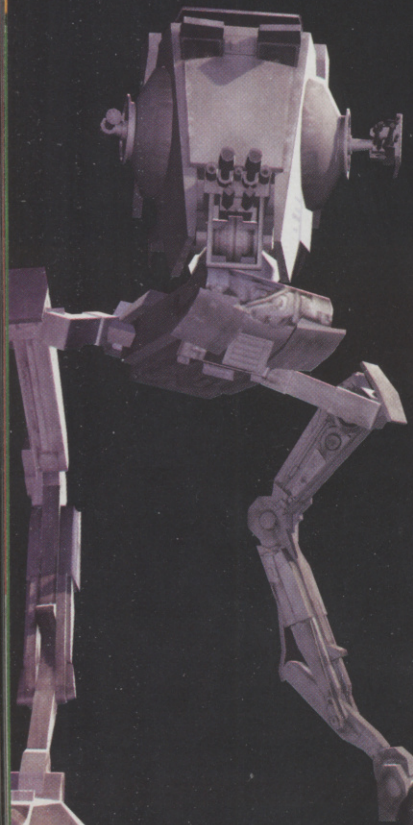
Escorting Rebel transports can be a pain in the bum. Concentrate your fire on the TIE bombers



The Y-Wing is slow and deliberate, making it vulnerable to attacks from nippy TIE fighters

LUKE GROUNDWALKER

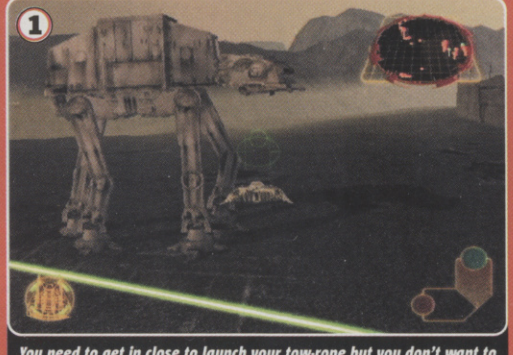
Unfortunately, the on-foot sections are a real disappointment. Nothing spoils the illusion of being inside the Star Wars universe more than seeing Luke



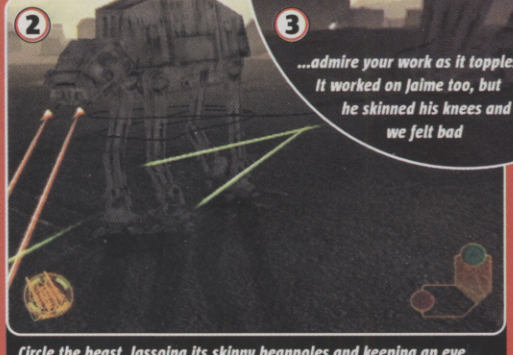
TAKE THAT-AT

Rogue Squadron gives you the opportunity to do the things that looked so cool in the movies, such as crippling Imperial AT-ATs.

Like our art editor Jaime they've got a powerful upper body teetering on long baby-deer legs. What to do?



You need to get in close to launch your tow-rope but you don't want to hit the legs. Over the top and down, that's what you need to do...



Circle the beast, lassoing its skinny beanpoles and keeping an eye out for incoming fire. Get ready now for the big moment and...

...admire your work as it topples. It worked on Jaime too, but he skinned his knees and we felt bad

HEY, NICE WHEELS

Checking out the vehicle list is like opening up a toy box full of vintage Star Wars models and getting to leap into the cockpit of them all! Check these out...

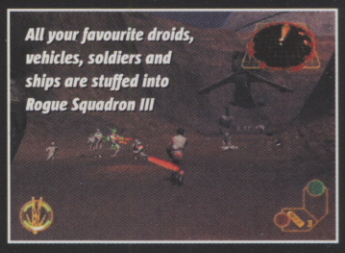
Hop on a speeder bike and track down Imperial soldiers as you whizz past trees. That's a nice-looking forest

Have a go with an Imperial AT-ST, firing off missiles at tanks and squishing soldiers underfoot

Or take a test drive in a captured TIE Hunter, using it to spring a nasty surprise on the Empire

The backgrounds are incredibly detailed and the visuals are clearer than polished diamonds

Rebel hero or not, Luke never quite grasped the idea of wearing camouflage in battle



All your favourite droids, vehicles, soldiers and ships are stuffed into Rogue Squadron III

shuffling around like he's dropped a steamer in his pants, randomly blasting off his laser at dumbass Imperials. It's not a huge part of the game, but when the vehicle combat is so tight you wonder why they bothered to sully it with this mince.

Apart from that, Rebel Strike is beautiful to look at, exciting to play, and does a fine job of capturing the epic feel of the movies. But at the end of the day it's still a very basic game concept glossed up with fancy GameCube technology. It's like using the power of the Force to get an extra-large portion of chips with your fish – satisfying, but such power deserves more respect. EVO

Speeder bikes are fast but fragile

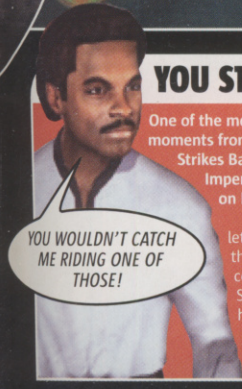
The on-foot sections look alright but you can just run in circles and hit the fire button to win

This Jedi Starfighter is riding the crest of a seismic wave, a new weapon inspired by The Clone Wars

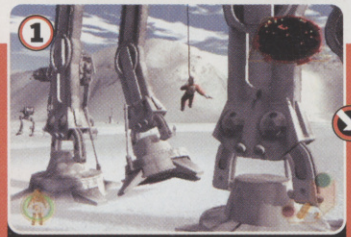
The bigger Imperial craft soak up a whole lot of laser before they disintegrate

The action is linked together by slick video footage that enhances the cinematic feel

YOU STAR!



One of the most memorable moments from The Empire Strikes Back is the Imperial assault on Hoth. Rebel Strike lets you play out the scene, taking control of Luke Skywalker after his Snowspeeder is taken down by an AT-AT.



Take out the attacking AT-ATs. Climb up, slice open their bellies and fill them with grenade!

Then take out the Imperial gun emplacements and hoof it over to the base on a Tauntaun

computer and video games VERDICT

It's vacuum-packed with lightspeed dogfights and hardcore fans will lap up the new vehicles, but some quality additions to the formula are desperately needed. **Graeme**

- Non-stop, exhilarating shooting action
- Heaps of cool vehicles to try
- Astounding visuals

- On-foot sections are well dodgy
- Basic and old-fashioned gameplay
- Same game, new missions

7 OUT OF TEN

IF YOU LIKE THIS TRY THESE... Rogue Squadron II (GC) ■ BountyHunter (PS2, GC)

GAME INFO | ONLINE GAMING | COST: £29.99 | PLAYERS: 1 | OUT: NOW | PUB: THQ | DEV: RARE | WWW.RAREWARE.COM

BANJO-KAZOOIE Grunty's Revenge

RARE'S BEAR AND BIRD DOUBLE-TEAM THE MECHANICAL HAG ON GBA

Cast your lure and rescue the sheep from the big bad pool o' dip

The pirate blasting mini-game will be one of your favourites. It got us hooked, anyway

MOVES MAKETH THE MAN

Banjo starts his game stripped of moves and robbed of his best pal Kazooie.

Collect the musical notes that are strewn all over the place and trade them for new moves at the molehills. You'll soon find there's a lot more to the game than first meets the eye.

Span enormous gaps of nothingness gliding with Kazooie's wings

Your first move is the simple but effective hammer whack

Make friends with the witchdoctor and he'll transform you

Dive when you see bubbles to explore the depths, but watch your air gauge

In the real world, Banjo the bear surely would have chomped down on bird-brained Kazooie seconds after their initial meeting, thus denying the games-playing world of some of the greatest platforming laughs of the past few years.

Lucky for us, games aren't based in the real world, and Banjo and Kazooie can buddy up once more for their big comeback on GBA.

Give the ghosts a kick in the ghoulies in the spooky mansion

BEAR FACED BEAUTY

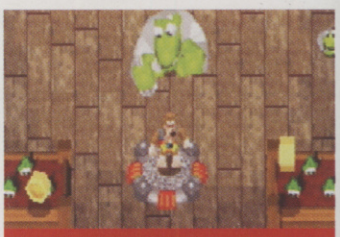
And what a comeback it is. Despite being shrunk down to pocket size, and even though the viewpoint is drastically changed, the game looks, sounds and feels every bit as authentically Banjo as its 3D older brothers. Like caressing Banjo's fuzziest bits, the game feels perfect in your palms.

Find secret areas and snaffle the beautiful booty

Take control of Banjo (and Kazooie, who hangs out in his backpack) and roam across a top-down world of puzzles, platforming and myriad mini-games in a huge adventure to thwart Gruntilda's reign of witchery.

How? By travelling back in time to before she managed to exert her wicked stranglehold over the world.

What's magic is the way the game opens up, bit by bit, as you learn new moves and discover new areas of its colossal world. It's almost all smiles right the way through, and just the occasional problem with the perspective and jumping – and some samey challenges – threaten to wrinkle your brow. But unless you want to break your eyes, don't even think about playing on anything other than GBA SP. DG


These warp pads zap you straight into boss fights with Grunty's henchmen

Make like Road Runner to scramble up these steep slippery slopes

Mumbo Jumbo gives you new forms in exchange for Mumbo tokens

Grunty will attack time and again throughout the game, each time with more zeal

CVG GAMES VERDICT

Smart looks and addictive and challenging play almost make this a GBA classic. But the precision jumping's tough and the visuals too murky to see on a non-backlit machine. **Lee**

- Excellent learning and difficulty curve
- One of the most addictive action games on GBA
- Great moves that really open up the game

- The visuals are really dark on a normal GBA
- Perspective problems mean you miss jumps
- Challenges are recycled a bit too much

8 OUT OF TEN

IF YOU LIKE THIS TRY THESE... ■ Zelda: Four Swords (GBA) ■ Yoshi's Island (GBA)

BIONICLE®

BE THE HERO - FEEL THE POWER

Take the challenge and get behind the masks of the Toa. Experience the full power of the legend. This is BIONICLE like never before.

www.bionicle.com/thegame

7+ www.pegi.info

PC CD-ROM

Maximize your experience with intel inside pentium 4

PlayStation.2

XBOX

NINTENDO GAMECUBE

ELECTRONIC ARTS™

LEGO

LEGO, the LEGO logo, BIONICLE and the BIONICLE logo are trademarks of the LEGO Group. ©2003 The LEGO Group. Electronic Arts is a trademark or registered trademark of Electronic Arts Inc. in the U.S. and/or other countries. All rights reserved. All other trademarks are the property of their respective owners. TM, ® and the NINTENDO GAMECUBE LOGO are trademarks of NINTENDO. © 2003 Nintendo. "PlayStation" and the "PS" Family logos are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox, and the Xbox Logos are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries. Intel and the Intel logo are trademarks or registered trademarks of Intel. Corporation or its subsidiaries in the United States and other countries. Copyright © 2003, Intel Corporation

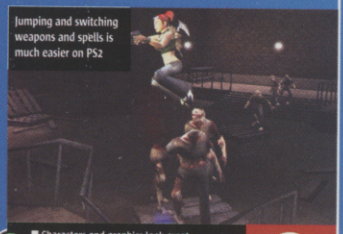
REVIEWS ROUND UP!

Like trying to cram your giant Hobbit feet into a pair of midget clogs, we've got so many reviews this month we've had to ram our expert reviews section to the hilt, using special industrial lubricants and a giant shoe horn. In fact, the mag's so stuffed you better be careful when you handle these pages, as any sudden movements may cause a containment breach.

HUNTER THE RECKONING: WAYWARD

■ Format: PS2 ■ Cost: £39.99
■ Players: 1-2 ■ Out: Nov 21

Sequel to the stylish Xbox slash 'n' magic 'em up set in a demon-ravaged Earth and featuring very similar gameplay and environments to the original.
It's only two-player on PS2, and slightly less fun because of it. As a bonus, the re-worked controls suit the PS2 better.



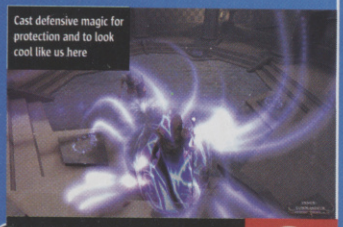
■ Characters and graphics look great
■ Intense action among best of its type
■ Two-player only co-op is a bit of a gyp
■ Similar to first game and re-uses old areas

6 OUT OF TEN

ENCLAVE

■ Format: PC ■ Cost: £29.99
■ Players: 1 ■ Out: Now

You'll be spellbound by its incredible visuals and the cracking story.
There are even a massive 16 heroes to play as, but the lack of depth to the combat in this Tolkien-esque tale is a real spoiler, as is the lack of a multiplayer mode.



■ One of the best-looking fantasy games
■ Loads of game for your money
■ Melee combat feels quite sloppy
■ No multiplayer is a missed opportunity

6 OUT OF TEN

FREAKY FLYERS

■ Format: PS2, Xb, GC ■ Cost: £39.99
■ Players: 1-4 ■ Out: Now

Think Mario Kart above the treetops and you'll be close, even if this doesn't have quite the sticking power of Mazza's classic.
The 'wacky' humour may grate too, but this is a neat little racer that mostly succeeds at being fun and challenging.

■ Muchos race action plus sub-quests
■ Bizarre non-cutesie characters to race as
■ It's fairly unoriginal
■ Gets frustrating in later stages

7 OUT OF TEN

NBA JAM

■ Format: PS2, Xb ■ Cost: £39.99
■ Players: 1-6 ■ Out: Now

A sort of mix between EA's funky NBA Street and the more serious NBA Live games, this is one cool basketball game.
Managing to mix accurate basketball action with fun characters and mad moves, it still remains a laugh. Slammin'!

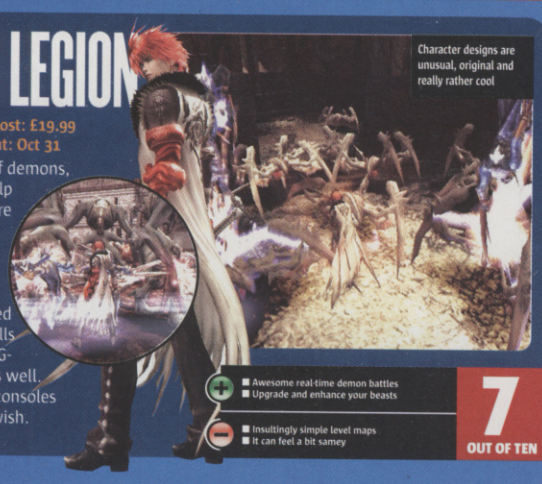
■ Famous and historical ballers to play
■ Special point attacks are cool
■ Feels a bit old-fashioned
■ You might hate basketball

7 OUT OF TEN

CHAOS LEGION

■ Format: PC ■ Cost: £19.99
■ Players: 1 ■ Out: Oct 31

Use your team of demons, or Legions, to help even out the score in this beautiful but repetitive fantasy action game. Each Legion is equipped with different skills and there are RPG-style upgrades as well. Better suited to consoles but still pretty swish.



■ Awesome real-time demon battles
■ Upgrade and enhance your beasts
■ Insultingly simple level maps
■ It can feel a bit samey

7 OUT OF TEN

HALO: COMBAT EVOLVED

■ Format: PC ■ Cost: £29.99
■ Players: 1-16 ■ Out: Now

Virtually identical to the Xbox game, with a few added multiplayer modes, this isn't as much of a revelation on PC (it's easier with a mouse too) but still a damn fine game. It's the production of it that will leave you speechless, but we still prefer to play on Xbox.

■ Varied, perfectly balanced objectives
■ Beautiful alien landscape
■ It's slower and simpler than PC shooters
■ Much easier to aim with a mouse

8 OUT OF TEN

ROBIN HOOD: DEFENDER OF THE CROWN

■ Format: PS2, Xb, PC ■ Cost: £39.99
■ Players: 1 ■ Out: Nov 14

Slip into Robin's green tights and tunic in a game that merges turn-based strategy with all the fun of the Medieval Court.
Joust, duel and raid enemy forts with bows and arrows. Simplistic compared to other strategy titles, but it certainly has an undeniable quirky charm.

■ Cool mini-quests to main missions
■ Build up a fearsome empire
■ Limited units for you to command
■ You can only play as Robin

7 OUT OF TEN

THE HOBBIT

■ Format: GBA ■ Cost: £29.99
■ Players: 1 ■ Out: Now

Like Zelda but with a higher dwarf count, this is a pretty action game seemingly for younger gamers that actually plays tough.
Concealed routes and key items can get irritating while combat's a bit lame, but the story, as you'd expect, is awesome.

■ Stays faithful to the fiction
■ Fast-paced challenges
■ No clues when items are near
■ Key scenes in book wasted

6 OUT OF TEN

GUN METAL

■ Format: PC ■ Cost: £29.99
■ Players:1 ■ Out: Now

Comparisons to Halo are inevitable, and not very flattering for this shooting, flying robot-transforming Xbox conversion.
It's entertaining for a time and there's plenty kicking off on screen but there's simply not enough variety to missions so boredom sets in too fast.

■ Tasty looking with action galore
■ Simple enough for anyone to pick up
■ Missions are repetitive and dull
■ Controls on PC are iffy

5 OUT OF TEN

DISNEY'S PARTY

■ Format: GC ■ Cost: £29.99
■ Players: 1 ■ Out: Now

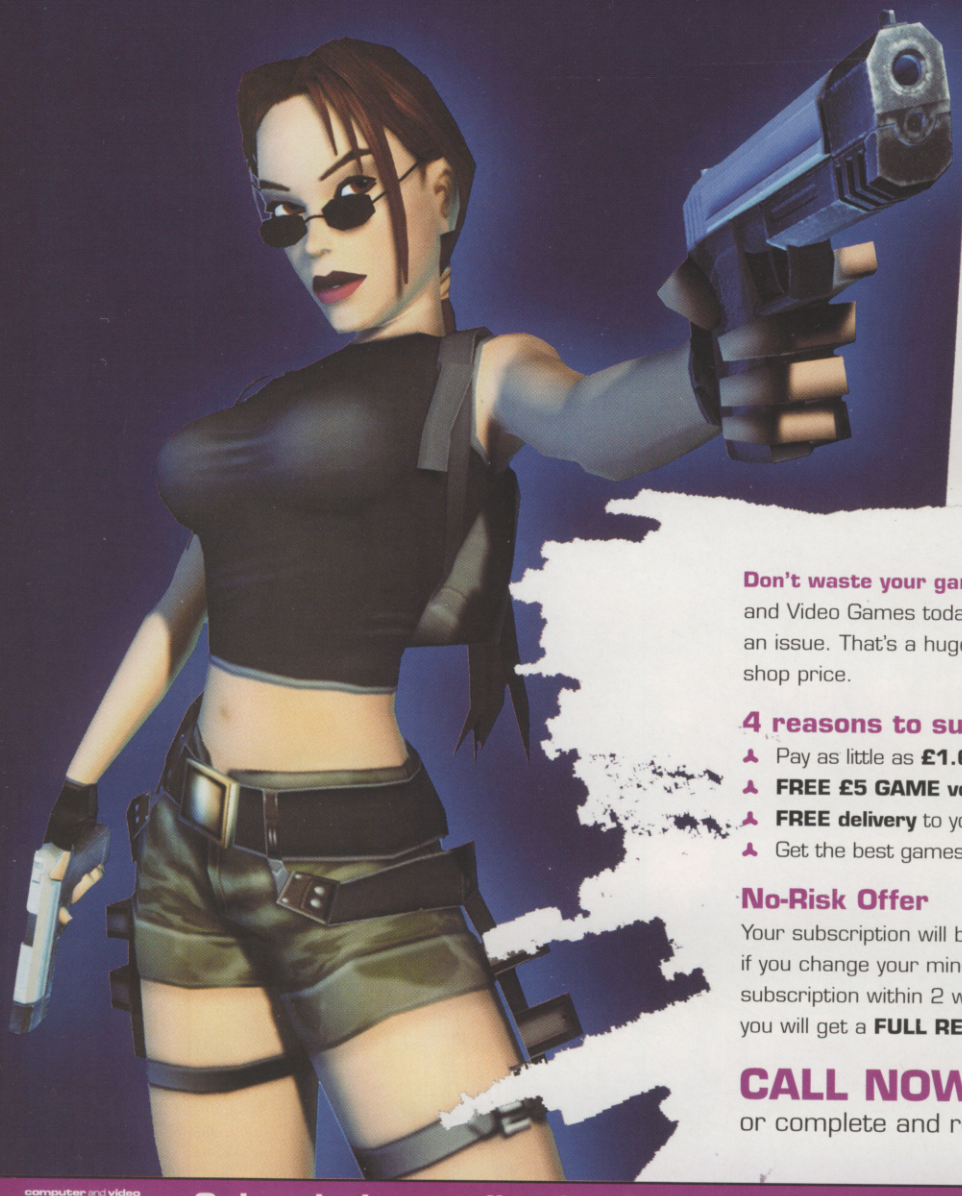
Join classic Disney characters in Party Park for a lacklustre multiplayer board game that offers nothing over the established (and yet also rather rank) Mario Party games.
It's for kids, but since when did kids' games have to be so sickly and patronising?

■ Crisp, clean graphics and sounds
■ Gets your younger siblings into games
■ Tedious, unoriginal challenges
■ Super-sugary and cuteness overdose

5 OUT OF TEN

computer and video
GAMES
SPECIAL EDITION
ON SALE NOW!
POKÉMON
™
OFFICIAL TRAINER'S KIT
RUBY VERSION
MASSIVE 228-PAGE ENCYCLOPEDIA
GIANT DOUBLE-SIDED HEIGHT CHART
BURSTING WITH EVERY POKéMON FACT!
SAPPHIRE VERSION
The Pokémon Company

Get CVG for just £1.66



Don't waste your gaming money. Subscribe to Computer and Video Games today and you can pay **as little as £1.66** an issue. That's a huge saving of **over £14 a year** on the shop price.

4 reasons to subscribe:

- Pay as little as **£1.66 an issue**
- **FREE £5 GAME voucher** in every issue
- **FREE delivery** to your door before CVG appears in the shops
- Get the best games reviews on all formats, **first!**

No-Risk Offer

Your subscription will begin with 3 trial issues. That means, if you change your mind about CVG, simply cancel your subscription within 2 weeks of receiving your 3rd trial issue and you will get a **FULL REFUND –** no questions asked.

CALL NOW: 0845 126 0393

or complete and return the form below ▼▼▼▼▼▼▼▼

computer and video GAMES Subscription application form

☐ **Yes!** I want to start my money-saving subscription to CVG with the next issue.

OR ☐ I am already a subscriber. Please extend my subscription with this offer.

YOUR DETAILS (UK ONLY)

MR/MS/MISS FORENAME SURNAME

ADDRESS

POSTCODE DAYTIME PHONE

EMAIL

YOUR PAYMENT DETAILS 13 issues for £20.28

Complete section 1-Cheque, 2-Credit/Debit Card or 3-Direct Debit

1 ☐ I enclose a cheque made payable to Dennis Publishing Ltd

2 ☐ Please charge my ☐ Visa ☐ MasterCard ☐ AMEX ☐ Switch (Issue No. ☐)

CARD NO.

EXP.

SIGNED **DATE**

3 ☐ **Direct Debit Payment** – £4.97 every 3 issues **(UK ONLY)**

Dennis Instruction to your Bank or Building Society to pay by Direct Debit DIRECT Debit

Please fill in the form and send to: Dennis Publishing Ltd, FREEPOST NAT2784, Somerton TA11 6ZA

BEST DEAL

Name and full postal address of your Bank or Building Society

To the manager: Bank name

Address

Postcode

Originator's Identification Number: 7 2 4 6 8 0

Ref no. to be completed by Dennis Publishing

Instruction to your Bank or Building Soc. Please pay Dennis Publishing Ltd. Direct Debits from the account detailed in this instruction subject to the safeguards assured by the Direct Debit Guarantee. I understand that this instruction may remain with Dennis Publishing Ltd and, if so, details will be passed electronically to my Bank/Building Society.

Account in the name(s) of

Branch sort code

Bank/Building Society account number

Signature(s)

Date

Banks and building societies may not accept Direct Debit instructions for some types of account

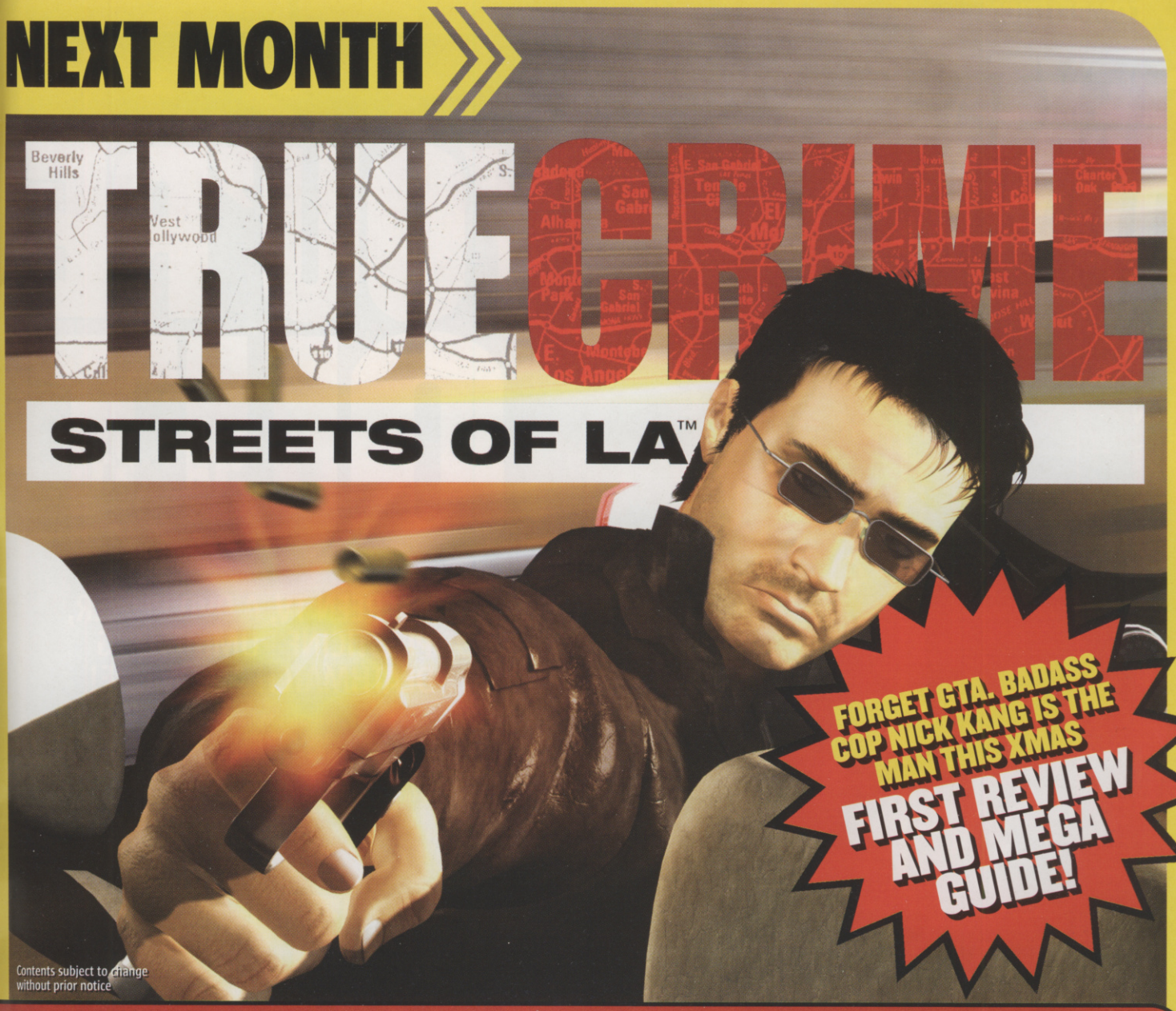
☐ Please tick here if you do not wish to receive further special offers from companies other than Dennis Publishing Ltd OR if you are under 18 years of age. ☐ Please indicate here if you do not wish to receive occasional emails about carefully chosen products and services from companies other than Dennis Publishing Ltd.

You will be able to view your subscription details online at www.subsinfo.co.uk

NOW RETURN THIS FORM TO: Computer and Video Games Subscriptions Department, FREEPOST NAT2784, Somerton, TA11 6ZA (No stamp required)

Order Ref: P0312

NEXT MONTH



XMAS REVIEW SPECIAL ALL THE BLOCKBUSTERS RATED!

WWE SMACKDOWN! HCTP JUDGED!

Is it still the greatest grappler series or has the competition finally got to grips with it?

MARIO KART: DOUBLE DASH!! CLOCKED!

Find out if one of Nintendo's most anticipated games delivers the Xmas that Cube badly needs

PROJECT GOTHAM RACING 2 SCORED!

Xbox's exclusive rubber-burner gets driven to destruction to bring you the definitive review

GHOSTHUNTER BAGGED!

With GT4 officially delayed, this spook splatterer is Sony's big game come Yuletide. But is it poltergeist perfection or a man in a sheet going 'Wooooo!'? We dim the lights, up the volume and track down the truth

AMPED 2 ADJUDICATED!

Refined and now with multiplayer, the cool snowboarding sim series has it's sights set on showing EA's SSX series a trick or two. Snowgloves off for the final verdict

PLUS! PRINCE OF PERSIA: SANDS OF TIME ● MEDAL OF HONOR: RISING SUN ● LOTR: RETURN OF THE KING ● RATCHET & CLANK 2 ● LEGACY OF KAIN: DEFIANCE... AND LOADS MORE!!!

computer and video **games**

ISSUE 267 ON SALE THURSDAY 20 NOVEMBER

BEST DEAL

Order Ref: PO312

TEXT TO WIN

TEXT YOUR ANSWERS TO **84004** (T-MOBILE USERS TEXT 85140)

How to enter: First type 'CVG DEC COMP' then type out the letters that correspond to the correct answer. For example: **'CVG DEC COMP A'*** CALLS COST NO MORE THAN 50P

3... 2... 1... YOU'RE OUT

WIN A WIDESCREEN TV, A DVD PLAYER, COPIES OF PLASTICINE PUMMELLING CELEBRITY DEATHMATCH AND MORE!

Rap superstar Busta Rhymes wrestles Marilyn Manson to the deck, holding the gothic grappler in a headlock so tight he's surely out for the count. But the match turns on its head when Manson rips his arm from his socket and beats Busta into submission with his severed limb! It's fantasy wrestling at its finest, and you'll only find it in Celebrity Deathmatch.

We're giving you the chance to wrestle countless kooky celebs for yourself. All you've got to do is correctly answer the questions below and you're in with a chance of winning an Xbox, a copy of Celebrity Deathmatch (out 31 October on PS2, PSone and Xbox) plus a widescreen TV and DVD player! Easy!

WIN IT!

A widescreen TV, a DVD player, an Xbox and a copy of Celebrity Deathmatch Plus! Five runners-up each get a copy of Celebrity Deathmatch. Have it!

ANSWER THIS TO WIN!

QUESTION Which of these is NOT a wrestler in Celebrity Deathmatch:

☐ TICK **A: Mr T**

B: ANNA NICOLE SMITH ☐ TICK

☐ TICK **C: RICHARD MADELEY**

Know the answer? Then fill in the entry coupon now, sucka! Closing date for entries 19 November 2003. No more than one entry per household.

ENTRIES TO:
Computer And Video Games
CCVG312A, Dennis Publishing
PO Box 154, Bradford BD1 5RZ

CUT ALONG HERE

GO ON, WIN IT

Fill in this coupon and send entries to:

Computer And Video Games
CCVG312A
Dennis Publishing
PO Box 154
Bradford
BD1 5RZ

I think the answer is... A. ☐ **B.** ☐ **C.** ☐ **(tick one)**

Forename:
Surname:
Address:
Postcode:
Daytime telephone number:
Mobile phone number:
Email address:
Year of birth:

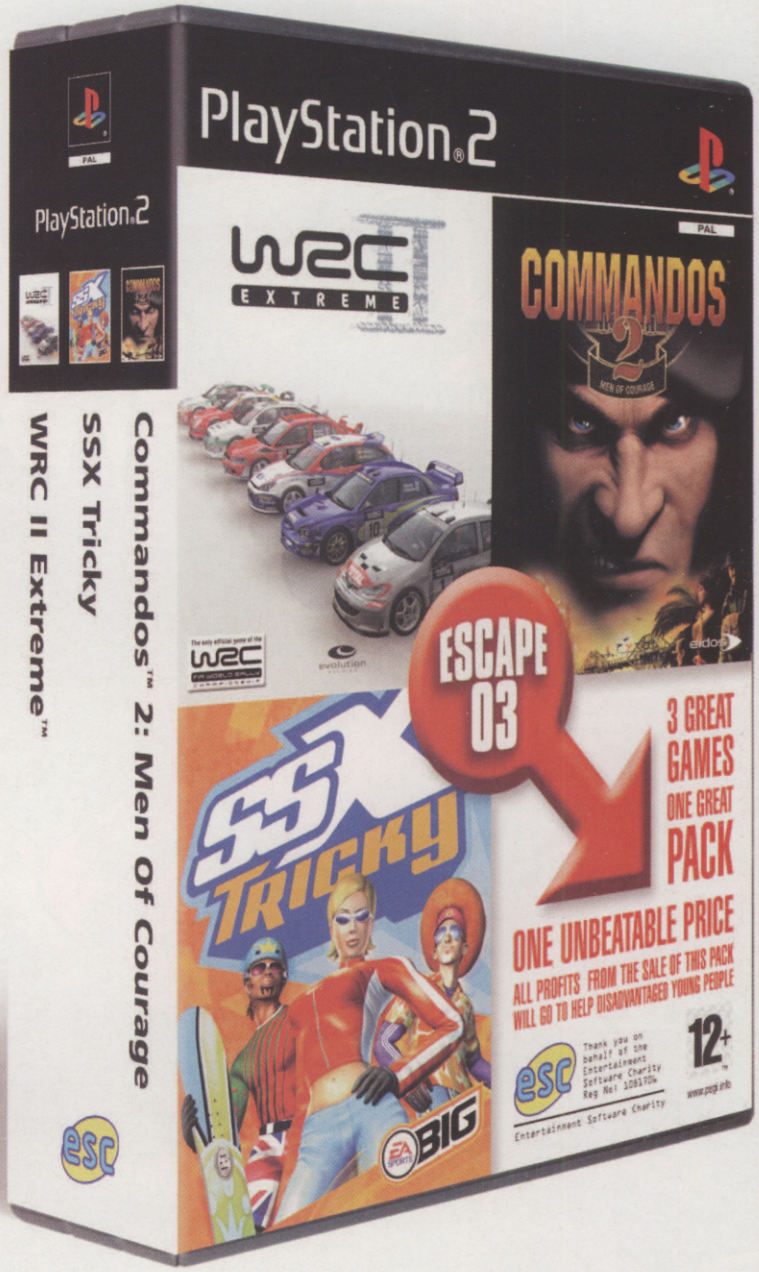
TERMS AND CONDITIONS: Please indicate clearly on your entry if you are a current subscriber.
Your details will be processed by Dennis Publishing Ltd (publishers of CVG magazine) and our suppliers in full accordance with UK data protection legislation. Dennis Publishing Ltd may contact you with information about our other products and services. Please indicate clearly if you prefer NOT to receive such information by post [ ] email [ ] phone [ ] mobile phone messaging [ ]. Dennis Publishing Ltd occasionally shares data, on a secure basis, with other reputable companies who wish to contact you with information about their products and services. Please indicate clearly if you prefer NOT to receive such information by post [ ] phone [ ]. Please indicate clearly if you DO wish to receive such information by email [ ] mobile phone messaging [ ].
Closing date: 19 November 2003

TIME FOR ACTION

ESCAPE 03

3 GREAT GAMES
ONE GREAT PACK
ONE UNBEATABLE PRICE

ALL PROFITS FROM THE SALE OF THIS PACK
WILL GO TO HELP DISADVANTAGED YOUNG PEOPLE



All original packaging all for just

£29.99

Available in all good games stores NOW!

esc Entertainment Software Charity

"PlayStation" are registered trademarks of Sony Computer Entertainment Inc. All Rights Reserved. © 1997-2003 Sony Computer Entertainment inc. exclusively licensed to Sony Computer Entertainment Europe. FOR HOME USE ONLY. Unauthorised copying, adaptation, rental, lending, distribution, extraction, re-sale, arcade use, charging for use, broadcast, public performance and internet, cable or any telecommunications transmission, access or use of this product or any trademark or copyright work that forms part of this product are prohibited.

SSX Tricky © 2001 Electronic Arts Inc. Electronic Arts, EA SPORTS, the EA SPORTS logo, EA SPORTS BIG and the EA SPORTS BIG logo are trademarks or registered trademarks of Electronic Arts inc. in the U.S. and/or other countries. EA SPORTS™ and EA SPORTS BIG™ are Electronic Arts™ brands. DTS Interactive technology licensed by Digital Theater Systems, Inc. Library programmes. Published by Electronic Arts Inc. Developed by Electronic Arts Inc.

Commandos 2: Men of Courage TM © Pyro Studios 2002. Published by Eidos Interactive. Developed by Pyro Studios. Commandos 2: Men of Courage is a Trademark of Pyro Studios Eidos, Eidos Interactive and the Eidos interactive logo are trademarks of the Eidos Group of companies. All Rights Reserved.

World Rally Championship II Extreme © 2002 Sony Computer Entertainment Europe. All rights reserved. Developed by Evolution Studios. An official product of FIA World Rally Championship licensed by International Sportsworld Communicators Limited.

DVD ROM PlayStation.2

12+ www.pegi.info

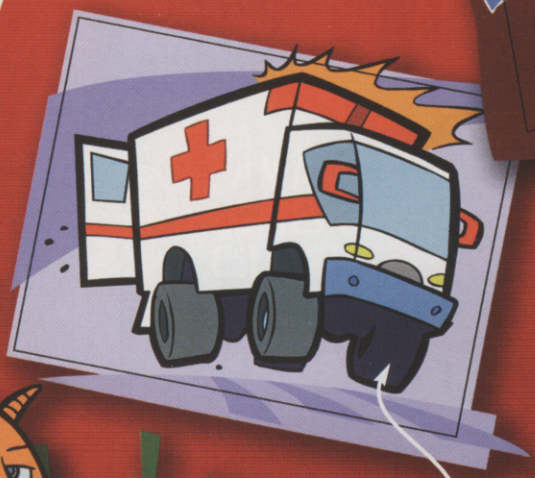
Escape and Escape 03 are trademarks of the Entertainment Software Charity registered in the UK number 1081706. This compilation is copyright © 2003 of the respective trademark owners.

LOG ON AND LOAD UP ON INFO!

Still hungry for more even after thumbing through this game-packed issue of CVG? Logging onto **ComputerAndVideogames.com** will satisfy the biggest gaming appetites

HOTTEST GAMING NEWS

ComputerAndVideogames.com is Europe's leading online news service, covering games on a global scale. Any self-respecting games fan simply cannot afford to miss the latest developments on PS2, Xbox, Game Boy Advance, GameCube and PC from around the world. There's only one place to keep up and that's here. CVG's news is an essential part of your daily routine.



IT'S GOOD TO TALK

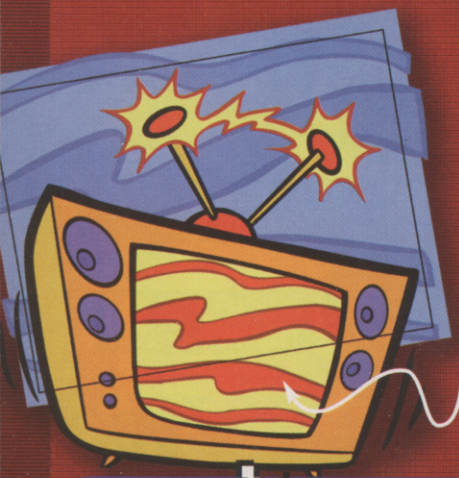
There's no better place on the Web to meet like-minded people than on our forums. Feel the need to spout on about your passion? We have bulletin boards for PS2, Xbox, GameCube, Game Boy Advance, PC, Mac, PSone, Dreamcast, N64, music and film, cheats, our online ranking service CSports.net and a general place to talk games. Join the party right now!

FIND THE GAME YOU WANT

Our site is fit to burst with an enormous amount of archived news, reviews, previews, features, cheats and downloads. Looking for some screenshots? We have thousands of them. And using our simple navigation, finding exactly what you want on any format couldn't be simpler: allow us to take the pain of searching out your gaming addiction!

ESSENTIAL TIPS FROM THE EXPERTS

CheatStation is one of the biggest sources of gaming tips, cheats and guides on the Internet, supplying 37,558 cheats for 8877 games on 40 formats. Features such as being able to vote on any cheat make ComputerAndVideogames.com's service the best in the world. There's absolutely no need to go anywhere else.

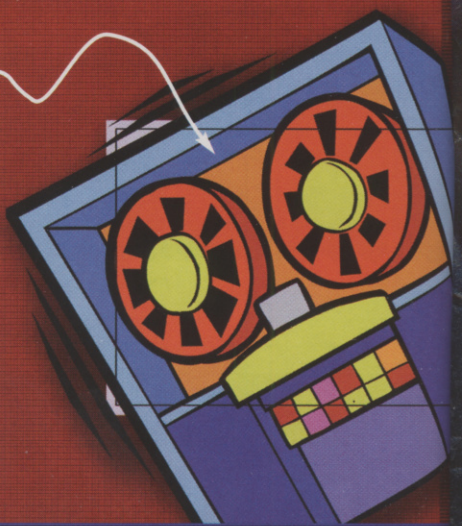


KILLER COMPETITIONS

Fact: the best online competition prizes around are to be found on ComputerAndVideogames.com. Consoles, games, TVs and everything else you could ever need to make your gaming life a luxury fly out of our hands faster than you can say, "I need free stuff". Don't be a mug: you've got to be in it to win it.

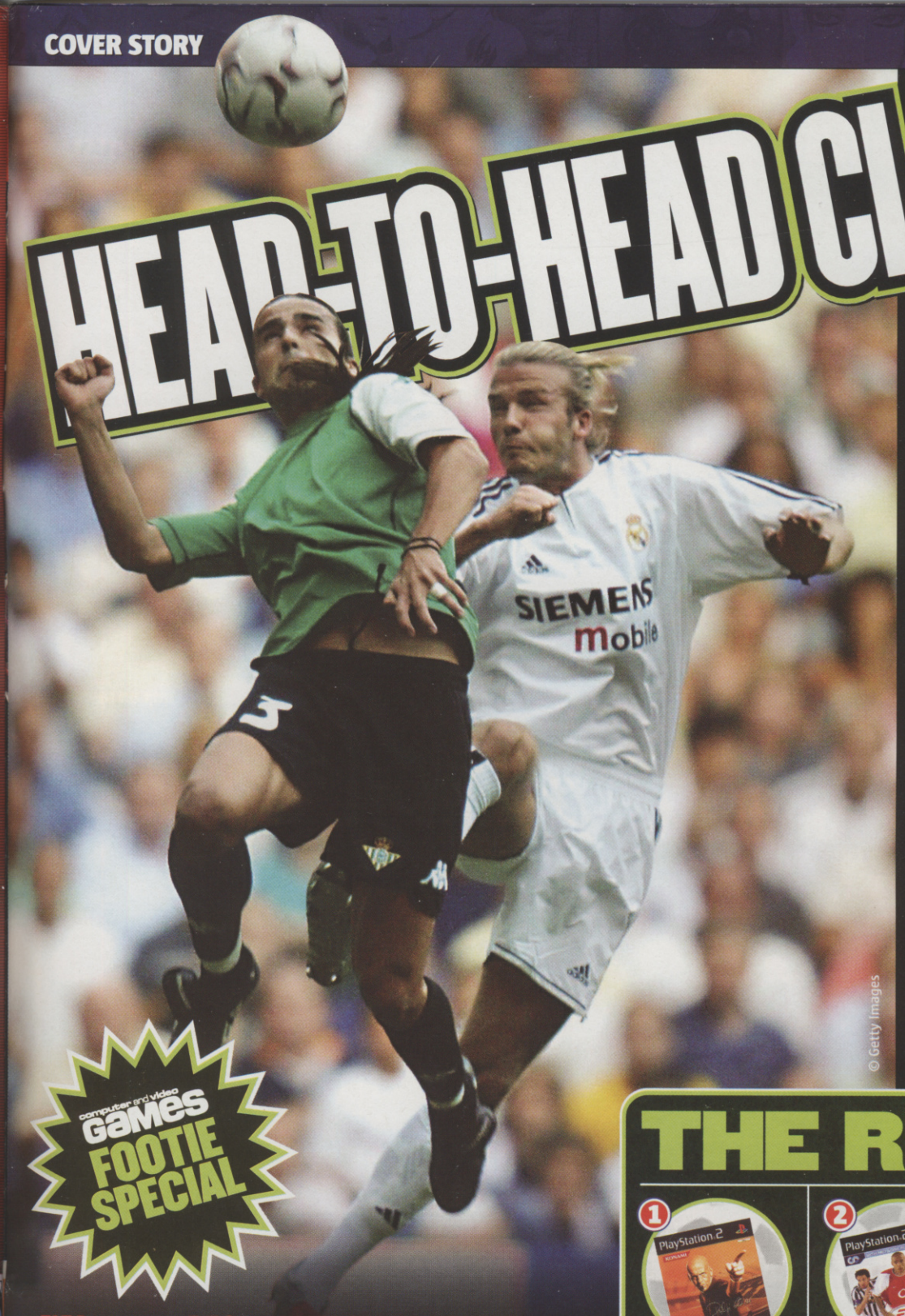
PLAY BEFORE YOU PAY!

All the demos, exclusive movies, patches, add-ons and extras you could ever want are available on ComputerAndVideogames.com for free. Updated daily, our service brings you the very best the Web has to offer. We even supply speedier downloads for a small charge. Be sure to try here before you buy.



www.computerandvideogames.com

HEAD-TO-HEAD CLASH!



© Getty Images

computer and video games FOOTIE SPECIAL

FIFA 2004, PES 3 AND CLUB FOOTBALL BATTLE FOR THE NUMBER ONE SLOT

Supporting a football team through thick and thin is an idea we all understand. The side you choose to follow becomes yours for life, whether they're Premiership superstars or Conference heroes.

It is the same with football on the consoles; there are loyalties. When everyone is getting to grips with Pro Evolution Soccer, you're nuts to be the loner worrying about FIFA skills, and vice versa. It's hard to drag yourself away from familiar controls and systems, especially when you're playing against your mates every other evening, and spending half the weekend proving who's the champion.

Yet the pros and cons of the big players in videogame football are becoming less clear cut. Just as Chelsea is starting to turn heads after buying in those big money players, Codemasters has a brand new series to take your eye off the two main rivals, PES and FIFA. So we're putting the three camps head-to-head to see who comes out on top. To spice things up we're breaking this down into 11 major categories. Have a look up there on the right to see what they are. But first, check out our overview of The Big Three games.

ELEVEN VERSUS ELEVEN

Here are the categories we're using to compare the games

1. **INTRODUCING** — Player likenesses and overall realism in terms of visuals
2. **THE ROAR OF THE CROWD** — Have they got the commentary and crowd chanting right?
3. **YOU'LL NEVER PLAY FOR...** — You need a decent choice of teams, especially if you follow Scunthorpe
4. **ON THE BALL** — We like showboating, so tricks, feints and turns are important
5. **A GAME OF TWO HALVES** — Know your 4-4-2s from your 3-2-2-3s and you can strategise
6. **THE MATCH-UP** — If you own a multi-tap you'll want to know how multiplayer shapes up
7. **FIXTURES** — After you've won the League Cup, what next? We need more modes!
8. **SILVERWARE** — Take a look at what you could win for all the training you put in
9. **YOU'LL NEVER WALK ALONE** — Which of the games has got the best support online?
10. **ROAD TO GLORY** — Look back in time a bit and see who did what first
11. **THE BEAUTIFUL GAME** — Will you be playing it this time next year and gagging for the sequel?

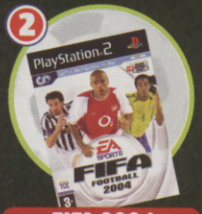
THE RIVALS

1 PRO EVO 3

- KONAMI TYO
- PS2, PC

The Pro Evo series has become the CVG favourite since ISS Pro Evolution (PSone, 2000). It has given Electronic Arts nightmares ever since, and the latest PS2 update shows no signs of slacking off in gameplay terms. Its Achilles heel, as ever, is a lack of official branding and sponsorship. We need to decide how much this really affects the whole experience.

2 FIFA 2004



- ELECTRONIC ARTS
- PS2, XBOX, GC, PC, GBA

FIFA continues to be the biggest selling football game, and not just because of its official branding and sponsorship. The series lost its way a few seasons ago, but with Pro Evo breathing down its neck, there had to be a change of strategy. Last year's FIFA surprised its toughest critics. This year, EA is even more determined to lay old ghosts to rest.

3 CLUB FOOTBALL

- CODEMASTERS
- PS2, XBOX

Club Football goes straight for the jugular in appealing to your club loyalty. With 17 different versions of the game, each focused on a different team, will your love for your team surpass all other reasons to own a football game? It seems they've gone for a combo of Pro Evo gameplay and FIFA-standard presentation. The question is: have they succeeded?

INTRODUCING

Whether it's the Gunners, the Hammers, the Gers or even Los Galacticos del Real Madrid, your ties to a team centre on the club colours, the hallowed turf and the famous names and faces that make club or international history.

We think it's important to be able to recognise who's who in your football game... unless you like made-up names.

CLUB FOOTBALL

Codemasters was the only developer to get access to every player in the first team for the 17 clubs in the Club Football series, but the rest are all fudged, and many are missing altogether.

Strangely though, the players look very skinny and there isn't a great deal of variation of physiques. Generally what you get is more realistic than Pro Evo, but not quite as good as FIFA.

The likenesses are better than Pro Evo but not as good as FIFA

FIFA 2004

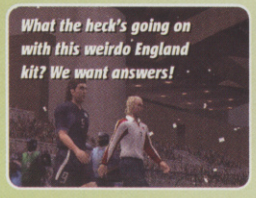
Last year's FIFA looked like monkeys wearing human suits. We half expected them to jump up and down and smack the turf with their fists upon scoring. Now, all the top players are instantly recognisable – from their photo-real faces to their characteristic physiques.

Sadly, as can only be expected, lesser-known players are a bit hit and miss. All other aspects of authenticity are 100 per cent spot-on, with every single team boasting full, official 2003/2004 kit.

PES 3

We're done listening to excuses about the lack of authenticity in Pro Evo. It looks silly and is quite insulting to have unrecognisable kits for the UK's most famous clubs.

It's also annoying that the only official squads are five from Italy (Juve, Lazio, Roma, Parma, and AC Milan) and one from Holland (Feyenoord), plus the Japanese and Korean national sides. It's like a freezing shower to anyone new to the Pro Evo. Sort it out Konami!



LOOKY-LIKEY CONTEST

Okay, we've taken a couple of household name players from each game to see if you can guess who they're supposed to be. There's one easy one, and one that must've fallen by the wayside! Answers at the bottom of the page.

FIFA 2004

Famous for pistols celebration (left), Chelsea's dangerous newcomer (right)

CLUB FOOTBALL

Looks more robotic than ever (left), Beckham has stolen his limelight (right)

PES 3

Our biggest export – say no more (left), you'll never guess who this is! (right)

ROAR OF THE CROWD

If you usually watch football on telly, authentic sounds mean commentary with a bit of mumbled crowd noise in the background.

Those of you who attend games regularly are more likely to associate authenticity with foul language delivered on rat-burger breath. On console this year it's a mixed bag (minus the swear words).

FIFA 2004

John Motson and Ally McCoist hook up again for the commentary this season, with what appears to be mostly the same library of phrases. The crowd sounds like it's in a studio, so not very realistic.

However, we still like the way the crowd responds to situations in the game – such as singing 'You're not very good' to a struggling side, or reeling out one club chant after another if you're doing well.

PES 3

Last year's PES 2 came under fire for its silly commentary. Things have improved for PES 3 with Trevor Brooking and Peter Brackley making more of the state of play, rather than just giving a running description of each pass and tackle.

Atmosphere is arguably the best of the bunch because it sounds more natural – especially with the tannoy chiming out toward the close of each half, and fans whistling to end the game.

CLUB FOOTBALL

Gary Lineker 'introduces' the proceedings, but after that he barely says more than a few words before, during and after games. All the commentary is by Barry Davis, who puts you in mind of the BBC circa 1960.

It's kind of laughable, though the basic phrases are more imaginative than those in either FIFA or Pro Evo. Club Football's crowning glory are the crowds recorded from live games.

YOU'LL NEVER PLAY FOR...

A few nutters like boring the tits off you with a boundless knowledge of international football.

Most of us are happy sticking with our team and trying out a few others for the sake of variety. However, if your team is Rochdale or even Charlton Athletic for that matter, the amount of teams a football game has to offer can be a serious matter...

PES 3

Sixty-four club teams, and 56 nationals. A modest number compared to the rivals, and the majority of club squads are out of date. Beckham is with Real Madrid, but Seaman is still with Arsenal and Chelsea is noticeably pre-Abramovic. All with comedy names.

You can recognise Becks but what on earth is that kit he's wearing?

CLUB FOOTBALL

With 259 club teams, but no nationals, Club Football is almost up there with FIFA in terms of choice. As we mentioned earlier, however, only 17 are 100 per cent authentic, and some of the teams in the lower divisions are missing entirely. But something's better than nothing.

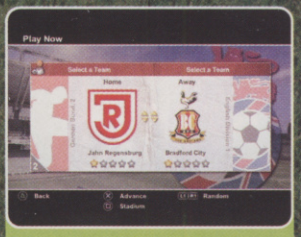
Most of the teams in Club Football have authentic kits...

... even Paul's favourite Spanish side, Athletico Madrid

All the top-flight European clubs are in here but it's a mixed bag of lower division squads

FIFA 2004

Three hundred and fifty teams spanning 18 leagues, and all the nationals. This is the first year that any game has incorporated the lower divisions of UK, Spanish, and Italian clubs, and it makes your heart swell with admiration for the effort involved.



So many teams to choose from makes for some inventive match ups

Every Premiership side is in FIFA 2004, all faithfully represented

Fans of world football will get the chance to play as all your heroes

Looky-likeys – FIFA: Robbie Keane and Adrian Mutu. Club Football: Michael Owen and Roberto Carlos. PES 3: Golden Balls and a terrible Rio Ferdinand

ON THE BALL

A defence-splitting ball can be a heart-stopper, but glory belongs to individuals who can make a midfield look like doorstops and spin a back four like the sign outside your local newsagent.

People who hog the ball should of course be slapped, but when you're the one performing heroics you want plenty of options at your fingertips.

FIFA 2004

Considering that the off the ball options are so developed, you wonder why on the ball offensive manoeuvres are so basic.

The control is more precise than in FIFA 2003, with the progress from walking speed to jog and run graduated better, and you've some tricks to torment the opposition in walk mode. But compared to PES the options are still lacking when you're running with the ball.

Using R2 gives you some useful options while stationary, but there's nothing so useful to explore while running

CLUB FOOTBALL

It seems obvious to CVG that control in Club Football has been adapted from Pro Evo. That said, the interpretation is only the bare bones, leaving only R1 to enable running – and that's the last of your frills, sorry.

One unique element is the use of diagonals on the Dpad to allow for jinking left and right, which adapts into tight turns around players. But that's it.

Sadly no tricks and flicks are available in Club Football, so make the most of weaving through the defense for fun

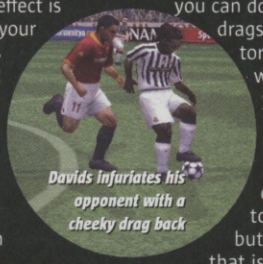
PES 3

On the ball control in PES 3 is so advanced that it's a different class altogether. We praised PES 2 for its tight control, but the additional degrees of responsiveness and types of control have been massively enhanced for PES 3.

You can now perform two types of step-over to wrong-foot opponents – quick or slow. When receiving the ball the effect is different according to your position and speed. As before, tapping the R2 modifier button while running gives a sudden rush of speed, tapping the ball far ahead for you to run and catch up.

You can now try an overhead lob, to send opponents one way while you do a sharp 180 and head off in the opposite direction. While running or at a jog, all players can attempt a Zidane turn with the ball, by rolling the right stick through a half circle clockwise or anticlockwise – beating a rival using this trick is a buzz. And we're still amazed to find that even Pro Evo's sidestep modification, again using R2, isn't present in any other football game – the ultimate tool for jinking past players who have committed to a tackle.

If you're feeling very cheeky, pressing R2 while walking traps the ball underfoot, and from here you can do drag-backs or drags to the side to torment people who are biting at your ankles.



Davids infuriates his opponent with a cheeky drag back

Finally, when shooting on goal, you have the deadly chipped shot to lob the keeper, but knowing how to do that is a secret among PES players. Our only moan is that manual passing has been omitted from the game, so we miss using the right stick to send perfectly weighted balls skimming the turf.

You can't help fooling around when you're playing as Brazil – this overhead flick is wikid!

A GAME OF TWO HALVES

A long time ago, when man wore fur and drank his own urine (i.e. the '80s), we used to talk about arcade-style versus simulation – or 'sim' if you wanted to be cool.

These days we just talk about value for money, and for football this has to include team strategy, or you might as well chuck £40 down the drain. And chug your own sweet yellow wee.

FIFA 2004

The Football Fusion option allows for teams and strategies developed in EA's Total Club Manager (released November) to be loaded into FIFA as a selectable team to play against the computer or a friend. There are no options to change team strategy within FIFA 2004 itself. Only dead-ball set pieces can be chosen from a predetermined menu.

PES 3

The strategising in PES 3 is extensive to say the very least, should you need it. A choice of team strategies can be mapped onto the controller, to be changed at any point in open play. Before playing you can also manually position players exactly where you want them, and choose their approach between attacking or defensive thinking. And so it goes on.

CLUB FOOTBALL

Team strategy in Club Football is a simplified version of the one in PES 3, down to mapping the commands onto the controller for quick access during open play. A possible benefit is that the basic set-up when you buy the game is based on what each club claims is the official starting strategy in most games.

THE MATCH-UP

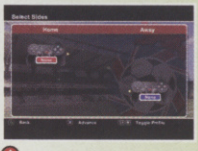
We've had six people playing PES here at lunchtimes, and sometimes into the night.

You can't beat a multiplayer game of console football for intense competition, in our opinion. Now that Electronic Arts has introduced online-versus options in its sports line-up, we consider how appealing this is compared to everyone around the same telly.

FIFA 2004

At the time of writing EA does not have its online service up and running, so we'll tell you all about it next issue. We're left with the basic multiplayer experience of mates using the one machine.

The shortcomings of the Advanced Off The Ball tactics are highlighted in a multiplayer game as you realise that the OTB moves have no counter in defence. For the sake of argument you may end up banning OTBs from multiplayer games altogether.



We're waiting to try out FIFA online for the big test

PES 3

As with real-life football, the more people you have playing the more you have to stay in position. With up to eight people playing at once, the added complication is that you're all cycling through players to control.

Multiplayer works best with two per team, is still to be taken seriously with three, but is slightly too chaotic with four. No online play this year, folks.

CLUB FOOTBALL

Nothing outstandingly great or awful to report on Club Football's multiplayer. You can have up to four people playing at the same time. Since the basics are so similar to Pro Evo, the pros and cons are also the same. Expect Codemasters to be looking into online for next season.

Only four players at one time are allowed in CF

FIXTURES

A wide choice of tournaments, official or otherwise, gives you something to work with in a single-player game, and can be great to achieve with your mates.

However, when it's easiest to choose an 'exhibition' game each time you sit down to play, you need some convincing arguments to do otherwise.

FIFA 2004

The modes in FIFA include true-to-life leagues and cup competitions. You can enter the Swiss FA Cup, or try for the Coupe de la Ligue in France, and so on. If you just fancy a quick knockabout there's Exhibition mode in which any two teams, club or national, get together for a friendly.

FIFA 2004's main attraction is Career mode, where you take any club team and aim to meet certain requirements as the coach in exchange for prestige points. These points can be allocated to train the squad into champions. In Career mode each player's skills can be improved, but we haven't had time to see if we can build Leyton Orient into a force to challenge AC Milan!

Career mode is like a cool football RPG

PES 3's Master League is so in-depth it's scary!

PES 3

An array of invented cup competitions and leagues are there to be challenged in PES 3, but the most important mode is Master League. Unlike FIFA's Career mode, the squad you start with is packed with unknowns. Youth players can be trained up to be good enough for first team games, so this is where surprise prodigies might rise through the ranks.

However, the main job is win matches to earn enough points to spend on the transfer market. It's similar to Championship Manager in that you need to consider who's the best type of player to bring into the squad. You have to stick with your team for better or worse, but it's a compelling journey as any baggy-eyed addict will tell you.

CLUB FOOTBALL

The club teams and their home grounds are official, but many other aspects of Club Football are not. And this includes league and cup modes, in this case called simply Group Cup (which we guess is the Champions League), Knockout Cup (which would be the equivalent of the FA Cup) and finally League (the Championship).

In a single-player game you can play a full league season. Between one and four players can get set up for a Custom Tournament, choosing teams already in the game, or ones that you've created from scratch, including individual players.

Set up your own league and cup competitions

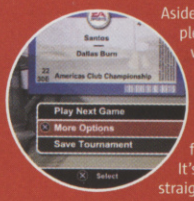
This week's fixtures, but not a bracket in sight

SILVERWARE

You need good reasons to battle against the computer for hours on end, but all three Championship contenders have impressive, unique answers.

Aside from improving ball skills, it's cool to have something to show for your efforts – and not just a nicely rendered version of some tin pot or another. Mates should be asking, "How d'ya get that?"

FIFA 2004



Aside from the pleasure of winning virtual representations of world famous trophies, there are no extras to fight for in FIFA. It's all very straightforward.

PES 3

Every time you complete a game in PES 3 you are awarded PES points to spend in the PES Shop. The PES Shop has a small selection of goodies ranging from choice of hairstyles to unlimited player transfers. Our favourite is a multicoloured trail behind the ball in replays.

CLUB FOOTBALL

Goodies along the lines of classic video footage are unlocked according to specific achievements in the game. Obvious things to do would be win the League, less could be to score the winning goal in extra time. This is the stuff forums were made for.

ROAD TO GLORY

We all hate history lessons, but just to remind ourselves – this isn't the first time Pro Evo and FIFA have gone head-to-head.

However, it is the first time in a long while that a serious new contender has entered the fray and brought something new to the party. Sometimes it does you good to consider a game's heritage y'all.

FIFA 2004

Once upon a time this looked really impressive. Shiver

The first ever FIFA launched in 1993 for the Sega Megadrive. The blurb on the back of the box for FIFA International Soccer 1994 said it all: 'EA Sports has teamed up with the governing body of international soccer to bring you the most realistic soccer game ever created... brought to you EA SPORTS-style!'

Before FIFA we had been playing top-down view games on aging computers. EA revolutionised videogame football with its isometric viewpoint, and spectacular set pieces including overhead kicks. Believe it or not the first fully 3D version of FIFA came as soon as 1994 for the defunct 3DO console. PlayStation FIFA arrived a year later, and EA used David Ginola for the then impressive motion capture. Whatever your opinion of the gameplay, FIFA has consistently raised the bar in terms of production values.

PES 3

And then there were two. Konami's ISS came out fighting

Konami released the first International Superstar Soccer for Super NES in 1994. It was a cool alternative to FIFA as it was developed to make the most of the format's superior visual and sound capabilities.

The style was similar to FIFA, but even back then players commented on the tighter control – Konami's experience of hit videogames winning through. Konami's first PlayStation football game, Goal Storm in 1997, was quality but not enough to turn heads from FIFA. It wasn't until ISS Pro Evolution for PlayStation in 2000 that EA had a serious threat on its hands.

This was the first PlayStation game produced by Shingo 'Seabass' Takatsuka, who has become as important to videogame football as Hideo Kojima has to stealth with Metal Gear. A poor PS2 game called International Superstar Soccer (ISS) confused everyone, but this was developed by another team within Konami. The ISS brand and the Pro Evolution Soccer brand were separated in 2001 with the arrival of the first PES for PS2. A reputation for exquisite gameplay and extensive modifying options was established, and this past couple of years has seen two PES updates. The ISS series is still going, and has regained some credibility.

CLUB FOOTBALL

This being the first time out for Club Football, you're spared the history lesson.

YOU'LL NEVER WALK ALONE

We think it's only the greatest games that wind up having such huge communities built around them.

We know of several clubs that meet to play Pro Evo almost every week. There has also been an increasing amount of online support for both FIFA and Pro Evo, and Codemasters has hit the ground running with its own online community.

FIFA 2004

Has an official community website located at www.fifa2004.ea.com, where you can sign up to take part on the forums and receive news updates via email. It all seems very corporate, but EA is terrific at replying to questions on the game, and is constantly updating this site with behind-the-scenes interviews and tips on how to play the game. Arguably the biggest plus point of taking part here is that your opinions are taken into account, and we know that EA recruits focus groups for its games here. If you want to contribute to how the next version of FIFA shapes up, you have a genuine chance on this site.

PES 3

There has been something of a PES underground on the web since the first PS2 version, mainly out of necessity as people contributed proper player names and other visual 'fixes'. The most outrageous dedication to the cause is a site that offers downloads of a fully branded version of Winning Eleven 6: Final Evolution (the last version of WE 6 to be released in Japan, which is an improved version of PES2), but of course it's illegal. One of the best, and thoroughly wholesome, sites is www.issextreme.com that offers downloads of great, great goals. It's likely that PES will continue to have the biggest online community because of its extensive customising options, but with FIFA going online this year there could be a lot more banter between the two.

Finally, we must give a mention to www.pesleague.co.uk where you can find out all the details of the PES national tournament that CVG has set up with Konami for this year.

CLUB FOOTBALL

From the Codemasters website, www.codemasters.co.uk, you can access one of the many identical dedicated sites to your club team of choice. The updates until now have been less generous than EA's for FIFA, with bare-bones information on the game features and a link to a general Codemasters forum with Club Football threads. Unless Codemasters explores more tie-ins with official club websites, there's no reason to visit here once you've bought the game.

THE BEAUTIFUL GAME

Football is very far away from being a game in which you rescue a princess or defeat a big stupid dragon to get a percentage towards your complete score.

In football, drama hangs on every fraction of a second, in which decisions are made then acted upon rightly or wrongly. If the game's controls don't allow a thing of beauty to take shape... banish the disc to rot in hell!

We've yet to feel 100% at home with the Off The Ball feature, but we're trying

Viera in his customary bust up, with unlikely opponents Rochdale

FIFA 2004

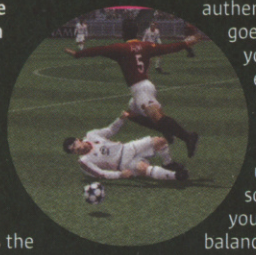
As far as we're concerned, most of the changes in this year's FIFA are for the better. It feels more natural on the ball, and players find positions more convincingly.

The computer AI is much improved, in particular the opposing strikers and midfield no longer stand and watch as you advance slowly from your own half – they at least try to nick the ball this time round. Although sometimes it takes a good few seconds for them to realise that a player is standing still, offering no resistance. In a single-player game, the Off The Ball options make you feel more in control of your game as a whole. It is a little complicated to deal with, but the benefits are there. It's good that EA is willing to experiment in this way with console football.

This year EA has really flexed its muscles in bringing us such an extensive selection of club teams. Fans of lower division clubs now have something meaningful to latch onto, and can play with a sense of pride. Due to both the online service and code for Total Club Manager being unavailable to CVG at the time of writing, we are unable to say how much they bring to the experience. So at this stage all we can do is respect the effort gone into making FIFA 2004 credible to an even wider audience, but still regret that the essence of a fast flowing football game is still missing from the bigger picture.

PES 3

"One game in football. There's only one game in football." If it's a game of footie you're after, look no further, and we really mean it. You're drinking from the source of brilliance with PES 3, and nothing tastes better.



The game matches the speed of your decision-making, enabling every pass and run to create the drama of a true football experience. PES remains the only game that makes you want to run around the room after scoring a goal – a combination of feeling a plan come together, helped along by intuitive but complex control, and the visual splendour of watching the ball find its way into the back of the net in the most realistic fashion. You may find it hard to come to terms with the bizarrely named teams and players (unless you're a fan of the few Italian and Dutch teams that are authentic), but the unease goes when you realise that your team performs exactly as it should.

The visual style is different to FIFA but often no less spectacular

It isn't true that PES is a game for specialists only, as it's more pick-up-and-play than FIFA in some respects. But if you're interested in balancing out the squad tactics and all, PES 3 has the most intensive strategy options available. With its highly versatile controls, and uncanny realism of the ball, PES 3 is the greatest football experience available on console.

Training. You're gonna need it to win!

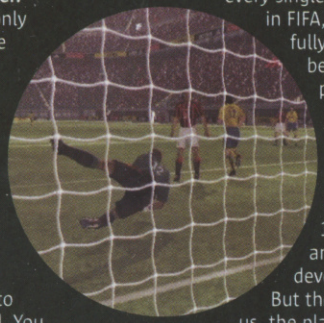
CLUB FOOTBALL

This has been such a tough game to review because it is doing nothing especially wrong, but does nothing especially right either.

It looks pretty, and plays okay but this isn't enough to fight the big boys

If you're a die-hard fan of one of the biggest clubs, you could be persuaded

If this were the only football game on the market, you'd really enjoy it. The gameplay is solid, you can get noticeably better at it, and it's a lot of fun to score. You wouldn't question if things could be any better because everything appears to have been answered. You might wonder whether an International version was going to come out, but you'd probably find the game's 17 world-famous and realistically set up clubs, plus the further 240 or so others, would be more than enough.



The big point Codemasters has missed is that people can play as every single club in the world in FIFA, and they're all fully authentic. And the best football game to play is Pro Evolution Soccer. So in the end all that Club Football has to say for itself is that it worked closer with 17 club teams than anyone else to develop the game. But the benefit of this us, the players, is just not tangible. For us, a selection of images you can find in countless books, magazines and websites is not a reason to buy a game.

FINAL SCORES

ESSENTIAL CVG ESSENTIAL

PRO EVOLUTION SOCCER 3

Authentic kits plus a larger choice of teams with proper names would give PES 3 that vital finishing touch.

It does everything else so well – it's a joy to play – but each time we let Konami off the hook for giving us half a selection of teams and a bunch of stupid names, we'll keep getting sold short. PES can, and should, be better. Regardless, we will continue to play till our thumbs are immobilised with cramp, and our eyes stick together.

10 OUT OF TEN

FIFA 2004

Has improved beyond recognition from what it was even two years ago. Full credit to EA for introducing a useful new element to console football in the Off The Ball system.

We're troubled by the slower tempo, and wish the attacking options for individuals were more extensive, but this is great football. Of course everything looks awesome, and online holds a lot of potential for PS2 owners. About time too for all the Nationwide teams!

8 OUT OF TEN

CLUB FOOTBALL

It's hard for us to find one recommendation for this series. That's not to say that it's terrible, in fact it creeps above average in some respects – visually, tactically, and in terms of presentation.

However, with FIFA nailing the official side of things, and Pro Evo running away with the gameplay again, all that's left is club memorabilia – and you can find stacks of that anywhere else without having to fork out 40 notes for another game.

4 OUT OF TEN

CACKMAN'S THOUGHT OF THE MONTH

So PSP is basically a mini PS2? Awesome! That means no decent games for the first two years, and the first batch will scratch and ruin your discs! Still, at least the buttons will have 256 degrees of sensitivity.

CACKMAN

THE INDEPENDENT VOICE OF THE FREE GAMING NATION

MOVIE MADNESS

Hollywood is full of idiots that are falling over themselves to sign up videogame licences for films. Which is odd, because WATCHING someone play a videogame is about as entertaining as having your toenails pulled out with pliers before being forced to kick a cannonball up a hill. Regardless, Cackman's got the inside line on how some of our dearest game memories are being defiled in LA.

METAL GEAR SOLID

Stars Brad Pitt as Solid Snake, and Graham Norton as the voice of Otacon. The first draft of the script only made sense to the crazy Japanese guy that wrote it, so the story was distilled down to the very essence of Metal Gear. It opens with a glorious long shot of the Brooklyn Bridge. There is a Codec chip, and Snake throws off the stealth cape. Otacon briefs him on a rebel group of Soviets in Siberia. The conversation switches, and Snake finds out Otacon is actually his Dad, Meryl is his brother, and the world is secretly run by woodlice. The conversation goes on for 100 minutes, then his Mum shouts him in for his tea. "Snake? SNAAAAAAKE!?"

CRAZY TAXI

Thanks to a big money sponsorship deal with BMW, the taxis are now all sleek, black 5-series Beamers. This helps to offset the massive special effects budget required to make other cars suddenly pop up onto the road ten feet in front of the taxi when you thought you had a clear run down the road. When there are more than four cars on the screen, the projectionist has to jitter the film and slow it down a bit. Tom Hanks is the taxi driver who falls for his passenger. She works in a café, but he thinks she's a prostitute. Ha ha! What an amusing story! Except the bit where Hanks runs over the dog — you're supposed to cry at that bit. You hear crunching doggy bones in booming THX sound.

METROID PRIME

Stars Pamela Anderson as Samus Aran, for reasons that become clear very quickly. Samus kills a big bug thing, then takes a sensual shower as the opening credits roll. You only see the top of an ass cleavage. Next, Samus kills this big plant thing and decides to take her second shower of the day. This time, you see a breast from the side as the scene runs for 15 minutes. Getting out of the shower, Samus steps on a beetle. She immediately gets back into the shower, and starts washing again. This time, it's 40 minutes long. Just as she's turning towards the camera, we cut to outside the glass door. You can see a dark patch that might be muff, or it might not.

Catch Tom Hanks in Crazy Taxi: Hooker In A Stink in a cinema near you soon

BOOK FOR NEXT YEAR!

Here are five international trade shows with more exciting gaming content than ECTS

WORLD OF ASPHALT
Nashville, Tennessee
Brother of exhibitor Daniel Spunkmeyer read on the Internet that the next Mario game will be 2D

TAXIDERMY 2003
Springfield, Illinois
Featured a stuffed fox that sort of looked a bit like Star Fox. Only without the spacesuit

SPRING FLORIST EVENT
ICC, Birmingham
Featured a distinctly coloured geranium that, from a distance, looked like it was cel-shaded

THE 3RD INTERNATIONAL LIGHTING FAIR
Beijing, China
Featured lots of lights, casting amazing real-time shadows with no slowdown whatsoever

THE LONDON STONE SHOW
Earls Court, London
A child rolled a tennis ball on a marble block, which sort of reminds you of Super Monkey Ball

WRITE TO CACKMAN

You lot must have ideas. Questions. Theories. Write to Cackman at the usual address, and the best will win an awesome prize! Senders of anything Cackman considers to be crap will be subjected to GBH in text form on this very page. Come on! You want to be famous, don't you? What else have you got to live for in your stupid little lives?

Cool stuff for cool mobiles

Ringtones & Polyphonics

Regular Ringtones for: Nokia - Samsung - Motorola - Siemens - Sagem
Polyphonics for: Nokia - Samsung - Sharp - Sagem - Panasonic - Sony Ericsson - Motorola - Siemens

BABY BOY - beyonce ft sean paul	112933	GOING UNDER - evanescence	112968	RE-OFFENDER - travis	112975
P.I.M.P - 50 cent	112599	YEAH WHATEVER - westlife	112976	THE SUN ALWAYS SHINES ... - milk inc	113026
SWEET DREAMS - rachel stevens	112949	RIGHT THURR - chingy	112868	GHETTO MUSIC - outkast	112981
SEXED UP - robbie williams	113064	HOLE IN THE HEAD - sugababes	113022	OOH WEE - mark ronson and ghostface	113040
SENORITA - justin timberlake	112732	MARIA - scooter	113030	AMERICAN IN AMSTERDAM - wheatus	112962
SHAKE YA ... - nelly & p diddy & mur...	112839	BABY BOY - big brovaz	112859	MIXED UP WORLD - sophie ellis bextor	113021
RUBBERNECKIN - elvis presley	112864	SHOW ME A SIGN - kontakt	112979	PANDORA'S KISS - louise	113025
CHIHUAHUA - dj bobo	112905	I CANT LET YOU GO - ian van dahl	112918	GUILTY - blue	113044
FRIDAY - daniel bedingfield	113045	JUMPIN' - liberty x	112998	WHAT WILL BE ... - divine inspiration	113046
SOMEDAY - nickelback	112967	DANCE COMMANDER - electric six	112876	STATE OF MIND - holly valance	113054

YES!!! All RINGTONES are MONOPHONIC and POLYPHONIC* *Denotes Monophonic Only!

Java Games

Nokia - Sharp - Motorola - Siemens

Download Games to your MOBILE!

SOCCER MANAGER 210227

FOOTRIX 210118

RED HOT RALLY 210223

DIAMOND MINE 210111

SK8TRIX 210153

MOON TAXI 210106

PIRATE DARTS 210179

SKOOL SKATER 210102

PLASMA 210137

SPY SHOOT OUT 210221

YOU MUST HAVE A WAP ENABLED MOBILE!
Java Game information line: 08712 225 322
National rate (UK)

How to Order
PHONE 09066 416250 (UK) 1580 116910 (IRE)
SMS (UK): SEND FGAME + NUMBER TO 87478 e.g : FGAME 210117

GAMES COMPATIBILITY - NOKIA: 3410, 3510i, 5100, 6100, 6310i, 6610, 7210, 7250, 7650, 8910i SHARP: GX10 SIEMENS: C55, M50, MT50 MOTOROLA T720

CHART

CAN'T HOLD ... - c aguilera ft lil kim	112860
FAST FOOD SONG - fast food rockers	112702
TROUBLE - pink	113042
MIDNIGHT - elan	113028
SOMETHING BEAUT... - robbie williams	112840
ROCK YOUR BODY - justin timberlake	112508
SLEEPING WITH THE ... - busted	112819
GAY BAR - electric six	112650
SUPERSTAR - jamelia	113055
CARNIVAL - texas	113068
CRY ME A RIVER - justin timberlake	112360
DIRRTY - christina aguilera	112256
YEAR 3000 - busted	112344
NEVER GONNA ... - daniel bedingfield	112710
UNCHAINED MELODY - gareth gates	111684

DANCE

PRETTY GREEN EYES - ultra beat	112877
FLY ON THE WINGS OF LOVE - xtm	112705
HEAVEN - dj sammy	112229
LONELINESS - tomcraft	112576
RHYTHM IS A ... - snap vs cj stone	112485
SHAKE YOUR ... - porn kings vs flip n fill	112463
BARCELONA - d kay and epsilon	112908
BOYS OF SUMMER - dj sammy	112387

ROCK

I BELIEVE IN A THING ... - the darkness	112972
BRING ME TO LIFE - evanescence	112651
SWEET CHILD O MINE - guns n roses	111258
BAT OUT OF HELL - meatloaf	111286
GOOD BOYS - blondie	113033
GIVE IT AWAY - red hot chili peppers	113061
BAD DAY - rem	113062
WHY ... - santana ft chad kroeger	113065
ENTER SANDMAN - metallica	111371
LIVING ON A PRAYER - bon jovi	111376
NOVEMBER RAIN - guns n roses	112596

HIP HOP

IN DA CLUB - 50 cent	112440
X GONNA GIVE IT TO YA - dmx	112617
PASS THAT DUTCH - missy elliott	113074
LOSE YOURSELF - eminem	112289
FORGET ABOUT DRE - dr dre	111138
21 QUESTIONS - 50 cent ft nate dogg	112582
BUSINESS - eminem	112695
BEAUTIFUL - snoop dogg	112511
8 MILE - eminem	112376
SUPERMAN - eminem	112427

PARTY TIME

ONE STEP BEYOND - Madness	111278
KUNG FU FIGHTING - carl douglas	111419
TWO TRIBES - frankie goes to hol...	113072
THE CHEEKY SONG - the cheeky girls	112313

R & B

WHERE IS THE LOVE - black eyed peas	112890
BREATHE - blu cantrell feat. sean paul	112521
CRAZY IN LOVE - beyonce knowles	112707
IGNITION - REMIX - r kelly	112642
DILEMMA - nelly feat. kelly rowland	112221
NEVER LEAVE YOU - lumidee	112774
FRONTIN - pharrell williams feat jay z	112855
NO LETTING GO - wayne wonder	112690
STREETS OF ... - alicia keys ft nas	113014
ROUND UP - lady may feat blu cantrell	113056
I BELIEVE I CAN FLY - r kelly	113060
IGNITION - r kelly	112588
ANGEL - amanda perez	112796

NU METAL

NUMB - linkin park	112886
THE ANTHEM - good charlotte	112493
FAINT - linkin park	112713
SOMEWHERE I BELONG - linkin park	112442
LIFESTYLES OF ... - good charlotte	112388
EAT YOU ALIVE - limp bizkit	113038
IN THE END - linkin park	111489
SMOOTH CRIMINAL - alien ant farm	111377
LAST RESORT - papa roach	111174
TAINTED LOVE - marilyn manson	111888
GIRLS AND BOYS - good charlotte	112563
ROCK SHOW - blink 182	111243
SWEET DREAMS - marilyn manson	111439

INDIE

SEVEN NATION ARMY - white stripes	112604
FOOLS GOLD - stone roses	111230
BITTER SWEET ... - the verve	111292
SILENCE IS EASY - starsailor	113008
DARTS OF ... - franz ferdinand	113036
FIND THE COLOUR - feeder	113048
12:51 - the strokes	113067
I JUST DON'T ... - white stripes	112892
I WANNA BE ADORED - stone roses	111479

REGGAE

LIKE GLUE - sean paul	112785
GET BUSY - sean paul	112634
BOOMSHAKALAK - apache indian	113051
BOOMBASTIC - shaggy	113066
NO WOMAN NO CRY - bob marley	111331
ANGEL - shaggy	111114

URBAN

FIX UP LOOK SHARP - dizzee rascal	112937
BROKEN SILENCE - so solid crew	112969
MUNDIAN TO BACH KE - panjabi mc	112342
FAVOURITE THINGS - big brovaz	112560
SCANDALOUS - mis-teeq	112444
NU FLOW - big brovaz	112232
WHY - heartless crew	112938

CHILL OUT

CHILDREN - robert miles	111361
BRAVEHEART - dj sakin	111719
LAZY - x press 2	111897
UNFINISHED SYMP ... - massive attack	112437

FOOTBALL

ARE YOU READY FOR ... - elton john	112869
YOU'LL NEVER WALK ... - liverpool	111351
MR BIG STUFF - jean knight	112559
3 LIONS - baddiel & skinner	111494
COUNTRY ROAD - hermes house band	111571
MATCH OF THE DAY	111126
GLORY GLORY - man utd*	111353
GREAT ESCAPE - sheffield wednesday	111354
BLUE MOON - man city*	111352
MARCHIN ON TOGETHER - leeds*	111350
HOU'LL LET THE DOGS OUT - liverpool	111355
NEWCASTLE ANTHEM - newcastle*	111357
LIFE OF RILEY - lightning seeds	112880
VINDALOO - fat les	111349
EAT MY GOAL - collapsed lung*	111356
WHEN THE SAINTS ... - southampton	112645

THEMES

ONLY FOOLS AND HORSES	111369
MISSION IMPOSSIBLE	111121
ROCKY - jogging theme	112481
THE SIMPSONS	111132
SCOOBY DOO	111142
EXORCIST	111871
JACKASS - title music	112554
ROCKY - main theme	111141
GOOD BAD AND THE UGLY	111181
AXEL F - beverley hills cop	111601
DIRTY DANCING	111249
BANANA SPLITS - title music	112578
PHOENIX NIGHTS - title music	112364
SEX AND THE CITY - theme	111673
MUPPETS	111134
THE TERMINATOR	111602
THE A TEAM	111115
HARRY POTTER - theme	111548
STAR WARS - main theme	111125
WINNIE THE POOH - theme	111613
JAMES BOND - james bond	111119
FRIENDS - friends	111152
THE MATRIX - rage against the ...	111848
KNIGHT RIDER	111127
BENNY HILL	111139
TOP GUN	111860
LOONEY TUNES	111151
633 SQUADRON - theme	111608
ITCHY AND SCRATCHY SHOW	111301
PINK PANTHER - pink panther	111133

How to Order
PHONE 09066 416250 (UK) 1580 116910 (IRELAND)
SMS (UK): SEND FPOLY / FTONE + NUMBER + MAKE TO 87478 POLYPHONIC e.g : FPOLY 110106 NOKIA MONOPHONIC eg: FTONE 110106 NOKIA

POLYPHONIC RINGTONES (WAP ENABLED): NOKIA: 3510, 3510i, 3650, 5100, 6100, 6610, 7210, 7250, 7650. SAMSUNG: S100, S300, T100, N600. SHARP: GX1, GX10. SONY ERICSSON: T300, P800. SAGEM: MYG-5. MOTOROLA: T720, T720i. PANASONIC: GD67. SIEMENS: C55.
MONOPHONIC RINGTONES - NOKIA: 3210, 33XX, 3410, 5210, 5510, 61XX, 62XX, 63XX, 6610, 8210, 8310, 8110i, 88XX, 7110, 72XX, 7650, 8910i AND THE 9110i. SAGEM: MC930, MC/MW932, MC936, MC/MW939, MC940, MC942, MC946, MC949 MC950, MC952, MC956 & MC959/R. MOTOROLA: T250, V50, V100, V8088 & TIMEPORT 260. SAMSUNG: T100, S100, N600, A800. SIEMENS: S45, SL45, C45, ME45, M50, A50, C55.

Pictures

for Nokia - Samsung - Sony Ericsson - Siemens

How to Order
PHONE 09066 416250 (UK) 1580 116910 (IRE)
SMS (UK): SEND FPICM + NUMBER TO 87478 e.g : FPICM 141917

PICTURE MESSAGES - NOKIA: 3210, 33XX, 3410, 35XX, 3650, 5210, 5510, 6100, 62XX, 63XX, 6610, 72XX, 7650, 8210, 8850, AND 9110i). THE 33XX, 3410, 5510, 7650 CAN USE PICTURES AS SCREEN SAVERS. SONY ERICSSON: T20E, R520M T68, T68i. SAMSUNG: T100, N600. SIEMENS: S45, SL45, C45, ME45, M50, A50, C55

Logos

for Nokia - Samsung - Sony Ericsson - Siemens

How to Order
PHONE 09066 416250 (UK) 1580 116910 (IRE)
SMS (UK): SEND FLOGO + NUMBER TO 87478 e.g : FLOGO 131717

NOKIA: 402, 702, 3210, 33XX, 3410, 3510, 3650, 51XX, 5210, 5510, 61XX, 62XX, 63XX, 7110, 7210, 7650, 8210, 8310, 88XX, 8910i AND 9110i/ SAMSUNG: T100, S100, A800, N600. SONY ERICSSON: T68, T68i, T20E, 520M SIEMENS: S45, SL45, C45, ME45, M50, A50, C55

Colour Celebs

Nokia - Sony Ericsson - Sharp - Samsung

Backgrounds

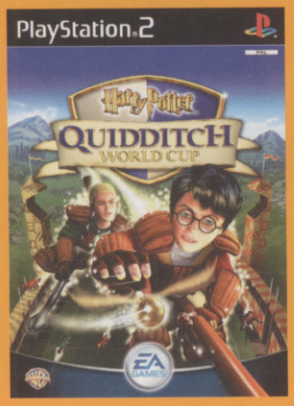
How to Order
PHONE 09066 416250 (UK) 1580 116910 (IRE)
SMS (UK): SEND FWALL + NUMBER TO 87478 e.g : FWALL 251117

DISTRIBUTED UNDER LICENSE. REQUIRES A WAP ENABLED HANDSET TO DOWNLOAD.
NOKIA: 3510i, 3650, 6100, 6610, 7210, 7250, 7650. SONY ERICSSON: T68i, P800 T610. SHARP: GX10. SAMSUNG V200

UK Calls cost £3. Mobiles charges vary. We recommend you call from a landline. Ask permission of the billpayer before calling. Ireland calls cost Euro 1.90 per min and you must be 16 or over to use this service. You must complete the call to receive your order. SMS charges(UK): Vodafone, O2, Orange, T-Mobile £3. You must have sufficient credit to receive your order. Colour Wallpaper, Animations, Java Games and Polyphonics require a WAP enabled handset. You will also incur your normal WAP charges. Royalties paid to MCPS & PRS. Tiebreaker Competitions end on the 30th November 2003. Competitions involve multiple choice questions and a tiebreaker to decide the winner. See Our website for terms and conditions. If you do not wish us to use data to make further offers see website. Fanz, PO Box 28, Northampton NN1 5DS After Sales: 0871 222 0773 (UK - National Rate). 1850 928228 (IR - CallSave).

FANZ.CO.UK

Get ahead of the game.



PlayStation.2

HARRY POTTER™: QUIDDITCH™ WORLD CUP

Release Date: 7 November 2003

Harry Potter™ fans will be able to fully experience the magical power, speed, and competition of Quidditch™, the favourite sport of witches and wizards.

Playing as part of a team of seven players it will be your responsibility to block the bludger, protect the goal or even catch the elusive Golden Snitch™.

THE COMET PRICE £39.95

Also available on:

XBOX · GAMECUBE · PC · GAME BOY ADVANCE SP

PlayStation.2

THE LORD OF THE RINGS™; THE RETURN OF THE KING™

Release Date: 14 November 2003

Journey through multiple gameplay paths in all of the breathtaking locations from the upcoming movie, taking control of the trilogy's heroes. The third person gameplay immerses you in all the action and adventure elements. An all-new multiplayer co-op mode will let you form your own Fellowship before embarking on your journey through Middle-earth™.

THE COMET PRICE £39.95

Also available on:

XBOX · GAMECUBE · PC · GAME BOY ADVANCE SP

PlayStation.2

NEED FOR SPEED™ UNDERGROUND

Release Date: 21 November 2003

Enter the world of urban street racing and high performance tuner cars with the latest title in the hit Need for Speed series. Take on today's most popular tuner cars from Mitsubishi Motors, Subaru®, Toyota™ and many more, building the ultimate street machine by earning cash to pay for custom body kits and a host of licensed car performance mods.

THE COMET PRICE £39.95

Also available on:

XBOX · GAMECUBE · PC · GAME BOY ADVANCE SP

At Comet, we have all the latest gaming releases at great prices.

THE COMET PRICE **ALWAYS LOW PRICES GUARANTEED.**

EA GAMES Challenge Everything™

THAT'S COMET SENSE

TM, ® and the NINTENDO GAMECUBE LOGO are trademarks of NINTENDO. © 2003 Nintendo. Microsoft, Xbox, and the Xbox Logos are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries. The Lord of the Rings™: The Return of the King™. © MMIII New Line Productions, Inc. All Rights Reserved. "The Lord of the Rings" and the names of the characters, items, events and places therein are trademarks of The Saul Zaentz Company d/b/a/ Tolkien Enterprises under license to New Line Productions, Inc. Game code and certain audio visual elements © 2003 Electronic Arts Inc. All rights reserved. Electronic Arts, EA GAMES and the EA GAMES logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. "PlayStation" and the "PS" Family logos are registered trademarks of Sony Computer Entertainment Inc. All other trademarks are the property of their respective owners. EA GAMES™ is an Electronic Arts™ brand. Harry Potter™: Quidditch™ World Cup. © 2003 Electronic Arts Inc. Electronic Arts, EA GAMES and the EA GAMES logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All rights reserved. All other trademarks are the property of their respective owners. "PlayStation" and the "PS" Family logos are registered trademarks of Sony Computer Entertainment Inc.

EA GAMES™ is an Electronic Arts™ brand.

HARRY POTTER, characters, names and related indicia are trademarks of and © Warner Bros. Entertainment Inc. Harry Potter Publishing Rights © JKR.

WBIE LOGO, WB SHIELD: ™ & © Warner Bros. Entertainment Inc. (s03) Need for Speed™ Underground. © 2003 Electronic Arts Inc. Electronic Arts, EA GAMES and the EA GAMES logo are trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All rights reserved. EA GAMES™ is an Electronic Arts™ brand. Mitsubishi, Eclipse and Lancer names, emblems and body designs are trademarks and/or intellectual property rights of Mitsubishi Motors Corporation and used under license to Electronic Arts Inc. Toyota, Supra and Celica are trademarks of Toyota Motor Corporation and used with permission. Dodge is a trademark of DaimlerChrysler Corporation. Dodge Neon and its trade dress are used under license by Electronic Arts Inc. © DaimlerChrysler Corporation 2003. "PlayStation" and the "PS" Family logos are registered trademarks of Sony Computer Entertainment Inc. All other trademarks are the property of their respective owners. Backed by the Comet Price Guarantee, ask in store for details. Price and information correct at time of going to press 02.10.03.